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Current Notes

Vol. 8 No. 8

October 1988

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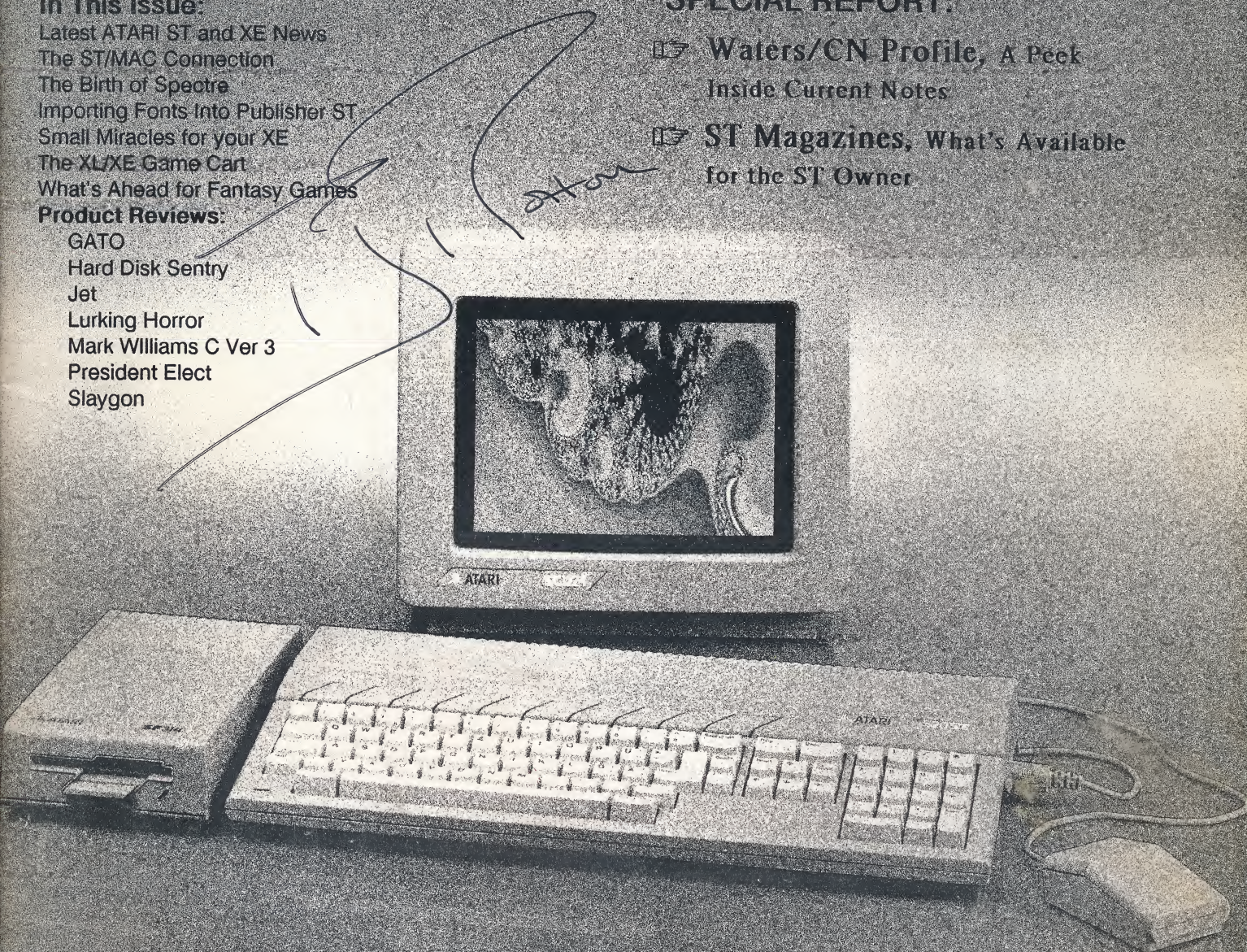
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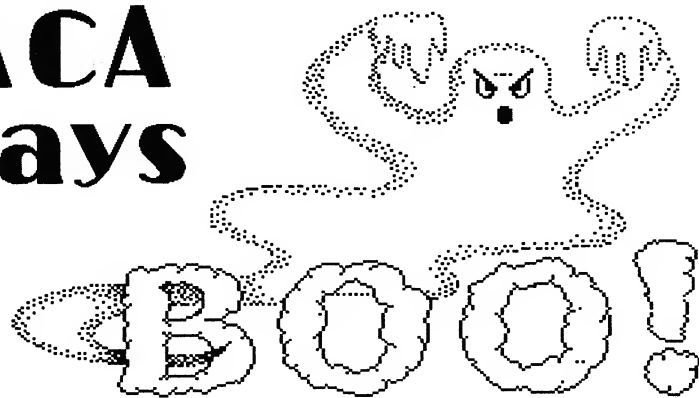
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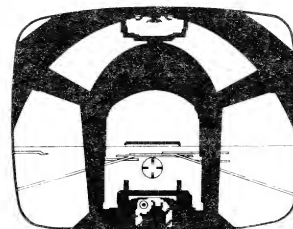
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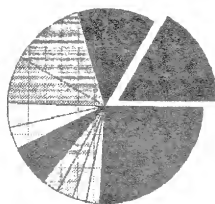
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16.7% Virginia
12.5% California
12.2% Maryland
7.6% New York
4.2% Illinois
3.8% Texas
3.5% Ohio
3.2% Florida
2.9% Penn.
2.7% Hess.
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25.7% 25 States

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These are not good times for Atari. Reports have it that the recently completed Glendale Atari Computer Show was only half the size of last year's show. Other Atarifests around the country have reported similar results. Atari software developers are quietly moving on to other machines. Software publishers that eagerly supported the ST in the early years are picking up Mac and Amiga titles, their interest in things Atari clearly waning. The number of stores that carry Atari products declines every month. Even within Atari, employee morale is at an all-time low.

Why is this? Why don't programmers want to write for Atari? Why don't publishers want to carry the Atari line? Why don't retailers want to have Atari in their stores? Why? Because they all like to eat. They are all in business to make money, and, so far, supporting Atari has not done the trick.

But Atari is making money. Isn't that enough? No. Jack Tramiel bought Atari when it was in deep financial trouble. He cut back employment, cut other costs, renovated the 8-bit computer line, and introduced the new 16-bit ST line. By watching every single penny that was spent, Tramiel cut Atari's losses and turned the company around. Atari is making a profit and the credit for that goes to Jack Tramiel.

But Atari is also in trouble now and the credit for that also must go to Jack Tramiel. Jack is the boss. Whether the company is doing well or poorly, the responsibility, ultimately, rests with the chief executive. Tramiel, who has been quoted as saying "Business is War," continues to watch his pennies very carefully making sure the bottom line remains in the black.

Well, it has been black. But at who's expense? Is IBM hurting because of Atari? Is Apple hurting because of Atari? Is Commodore hurting because of Atari? No. Atari doesn't fit into their concerns.

Are programmers, software publishers, retail outlets, suppliers,

even Atari employees, in fact, anyone who deals with or supports Atari, hurting because of Atari? Yes. A good deal of Atari's success has been at the expense of its friends. It may have won some of the early "battles," but nonetheless is on the way to losing the war.

Oddly enough, there may be some parallels here between what has happened at Atari and what has happened at IBM. IBM did very well with its PC and XT line. By the time the IBM AT line was introduced, "IBM" was clearly the standard. At least they thought they were (as did much of the world). But IBM was not the standard. The MS-DOS operating system was the standard. IBM had legitimized the purchase of personal computers in industry. But the economics of the market saw competition, in the form of cheaper, and often better, IBM clones appear in ever increasing numbers. As that market grew, IBM compatibility became ever more important. Would any new software developer write a program that would ONLY run on an IBM and not on all the clones? Of course not. They like to eat too.

But IBM thought they could dictate to the personal computer market just the same way they did to the mainframe market. They recently proclaimed: the AT line is dead, we are moving to a new micro-channel architecture on our new "PS" line of computers with our new OS-2 operating system. Mind you, this move was done in spite of a long line of previous failures (the IBM XT 370, the PC Jr., the IBM 3270 PC, the IBM portable, the IBM RT). Guess what. The market was harder to control than IBM thought. Everyone has not danced to IBM's tune. Indeed, the success of the PS line and the micro-channel architecture, indeed, of OS-2, remains a hotly debated topic.

Atari, like IBM, did well with its initial release of its new computer, the ST. The 520ST and, later, the 1040ST were greeted by rave reviews. At the time these machines clearly represented a new thresh-

hold of "power without the price." Losses were turned into profits. The revenue started coming in and Atari could now chart its future course. And Atari, like IBM, thought continued success would be a simple matter. But it isn't.

One of the earliest, and continuing, problems was a lack of focus at Atari. What kind of a company did Jack want? With no agreement on future direction, there were countless internal debates (that continue to rage on today). Was Atari a game company, a computer company, or an electronics conglomerate? Should they market through large discount chains or small retailers? Should they target the home, business, or academic markets? What about that upstart Small and the Mac emulator? Should Atari support it or ignore it? What about IBM emulation? Should Atari release an IBM emulator or should they build an IBM PC clone? The Tramiel family debated endlessly.

What Atari finally did do was to diversify. Instead of building on their new ST line, they introduced every conceivable computer on the market (a PC clone, PC XT clone, PC AT clone, and a 386 clone, a Unix-like network of Megas, and the ABAQ parallel processor). They also introduced a (non-standard) laser printer, a CD-ROM drive, and a modem. They even bought their own chain of retail outlets (The Federated Group). Atari was going to be all things to all people.

However, in spite of Atari's new found profits (currently being drained by Federated losses), they just do not have the resources, in people or money, to be all things to all people. In fact, the lack of direction, the constant arguing, the abuse of employees, the entire diversification policy, all have contributed to diluting their efforts. Instead of concentrating on what they want to be and doing that well, they are doing many different things poorly.

Next month, we'll offer some suggestions for improvement.

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The Marketing Tiller

There's a new man in the top marketing job at Atari, Michael R. Dendo, a former VP at Star Micronics, the printer manufacturer. From all accounts he is knowledgeable about the computer business and about marketing. More important, probably, is his apparent ability to inspire confidence in dealers and convince them that a new look is coming. No easy feat after the several years that dealers have been experiencing "the old look". His mission impossible is to "outmarket" the Amiga (CN author, Milt Creighton, notes that in the largest department store in Heidelberg, Germany, where the ST machines are reportedly the #5 best seller in the country, the Amiga is being promoted and the Atari is not.) Actually Dendo's would not be an impossible task, if he had a war chest to do some serious mainstream advertising. To date, Atari has denied its marketing heads this critical ingredient. We seriously doubt that they will suddenly change their spots. Atari did announce toward the end of last month that they would be offering store "promo rebates", e.g. giving their dealers \$100 for each Mega ST2 and \$150 for each Mega ST4 package sold to use "to promote the Atari product".

A Hercules?

However, we suspect Dendo's other arm is being tied behind his back because of the limited U.S. product available in the overall ST line. We say this despite comments around Atari headquarters that it has over 2500 Mega's in stock and enough parts and chips to produce three times that many more Mega's for the U.S. market. But those rumors are counter-balanced by others maintaining that there will be

few, if any more 1040 ST's in the U.S. until 1989. Also other denizens of the Sunnyvale area suspect the three U.S. Atari warehouses may be lucky to have 500 Mega's in them. This lack of product plus Jack Tramiel's immediate distaste for any proposal and anybody who proposes using Atari money "unwisely" suggests Mr. Dendo will have to be something of a marketing Hercules to last longer than his predecessors, who are now beginning to equal in number Reagan's half dozen departed National Security Advisors.

Finally, the Dealers

Still Dendo appears to be approaching the problem from the right end, the dealers. The "kick-back" for advertising cited above is coupled with an ad campaign, not national but regional, in areas where Atari has clusters of stores. All of the regional Atari sponsored ads in such an area will cite the names of the stores in the ad copy. Single dealers in outlying areas will not be supported except with the promo rebate, and thus forced to work out their own local advertising. Dendo also seems to be interested in clearing up a major problem with cooperative promotion fees, i.e. in the past it has been 12-24 months before Atari has paid dealers the "co-op" money due them.

Musical Advertising

The biggest Atari ad, however, seems to have come from abroad, the Tangerine Dreams rock group. They premiered at the Nation's capitol in mid-September and are now touring the U.S. Announcements about their sponsorship included Atari. An interesting gambit; we have been unable to find out who coupled the two together.

Dendo is starting his war on Amiga by cutting the price on the Mega ST2. In late September Atari stuck a sticker of \$1295 on the mono ST2 versus the current \$1600. Note however that in the Chicago area, Jimmy's Music stores are selling the ST2 for \$1100, something the local dealers decry.

Chips, Oh Chips

Part of the push on the ST2's is that with the same number of 1 meg chips, still in short supply, you can produce twice as many ST2's as ST4's. Similarly if you push the 520ST—new pricing at \$850 for color and \$700 for mono both with double sided drives—simple math will tell you that, again, you can produce twice as many of the former versus the 1040 ST. Dealers are now also offering to upgrade your \$850 color 520ST for \$225, which is a few dollars cheaper than the average cost of the 1040.

Reportedly Atari, with a little legal arm twist, has encouraged Micron Technology of Denver to meet their original agreement to supply Atari with a specified number of 256K Dram chips at the earlier, lower price. While the majority of machines on the market have been using 256K chips, thus presupposing a tighter squeeze on these versus the 1 meg chips, there is some disagreement on this point. The rumors at Atari would suggest they have more 1 meg chips than the finite number of 256K chips they will get from Micron Technology.

The New TOS—Some of you are aware the Mega's operating system originally consisted of six 256K bit ROM chips. Later models then began showing up with just two one-meg chips. In another reverse, the machines, we believe, will revert back to the six chip pack,

until the shortage of ROM chips abates, probably not until well into next year. While we're on the topic, there is still no fixed date for the release of the much faster TOS version 4 chips which we mentioned last month. Presumably they will first go into the production line machines before they become available to current owners for upgrades, at \$100 a whack. Those who have seen the beta test version are impressed with the speed. Chances are we won't be seeing them for our machines until next winter or spring.

Rising Prices

While the promo push for the 520ST's and the Mega ST2 machines will carry a price cut, the desktop publishing and business packages of Mega ST4 as well as ST2's will increase in price. Confusing? Not if you consider that to beat the Amiga in the market place dealers have to be price competitive, but the business packages are another matter. The ST2 package with the laser printer, mono monitor, *LDW Power* spread sheet and VT100 emulator and *MicroSoft Write* word-processor program will cost out at \$100 more than its original \$2995 tag. The ST4 with *Publisher ST* accompanying the VT100 emulator plus a 20 meg Atari hard drive will increase \$400 to \$4395. Most, but not all, computer makers are raising their prices ostensibly because of the sharp increases in the price of chips. MacIntosh has followed suit and will shoot its Mac II's and Mac SE's up \$400 and \$200 respectively. This has subjected MacIntosh to some charges of "greedy" since they have a lock on their market niche versus IBM who has been cloned to death; the Mac's also have an above average mark up.

New Line

It appears that in addition to not getting its products to market after much announcement hoopla, Atari has also failed to keep abreast of the "new product must" that every company pays heed to or perishes. One suggestion is that Atari simply dedicated too much of its critically limited resources to the development of the Atari PC. In short it went after the money trail, forsaking product innovation. Thus the 32 bit machine, the high resolution monitor (see below for more on the monitor) and other advances aren't here for the Atari at a time when other companies are stepping into the future of the computer world. Now on the heels of the Mac II and IBM's new machines, Mr. Jobs, the founder of MacIntosh, on 12 October, will unveil his latest secret weapon, "Next," the educational machine of the future. Not only has Jobs produced a shiny new machine, but he has slain the marketing dragon that has been scorching Atari's backsides by an alliance with none other than IBM. If the machine is good, the combination could be deadly, driving Atari below even its current 2% share of the market.

After our entombment of the Atari laptop computer, we are forced to at least report that there is a steady stream of stories out there about its being produced in the U.S. and to include a hard drive. These stories try to boost their credibility by claiming that the only decision that remains is what kind of monitor, LCD or plasma. We remain unconvinced.

Laser Printer Hots

Is your Atari Laser printer burning a hole in your pocket? At 1200 Watts it sucks the electricity out of your socket at the rate of four giant 100 Watt bulbs an hour. Let's guess that is less than \$50 a year, or say

less than \$25. Well CN Magic Sac author, Jeff Greenblatt, has developed a shareware "program" to cut that cost by more than two-thirds, each day, each month, each year for the rest of the life of your printer. Send him whatever you think his "program" is worth and he will send you the "program" as fast as you can read this: "Program: Open the back door of your laser printer, after it is turned on. Leave it open while you compute. Close it afterwards to avoid dust." End of program. Yes, when you open the door you will see the green light go out and the red come on. That means that the printer has "stopped," i.e. the heater, etc., is off, only the red light is being fueled with electricity. Isn't that a neat idea to share with people. No more whirring of fans to cool that motor that is running hotter than a car engine, and disturbing both the operator with its noise and the longevity of the machine with its heat. Let's hope the shareware checks choke your mail box, JG. Thanks for the tip. Our check, for one, is "in the mail."

Third Party Savior

A wonder of wonders appeared at the Seybold DTP end user exposition at the Santa Clara Convention Center on 15-17 September. There was a 24" monochrome screen with the word processor, *Calamus*, on it and "looking better than PostScript without PostScript fonts". The 1280 x 960 monitor had not a flicker as people stared in awe. It made *Calamus* look like electronic engraving in black on white. But beautiful as it was reported to be, *Calamus* still has only acquired two bit-stream mapped fonts, Helvetica and Times Roman. To be a workable DTP package with the new monitor they will quickly have to negotiate for additional fonts. For the demonstration IDS had several other fonts for *Calamus*, but is not licensed to sell them.

Publishing Partner Professional will also run on it, but Timeworks *Publisher ST* will not. As a consequence, *Publisher ST*, the only solid DTP program up and running without bugs looked like "Polly Cinders" compared to its dashing sister in beta clothes prancing around on the glorious, gigantic, sharp as a knife big screen. How long will it be before Timeworks will have "a fix" and can dance on it?

A Mighty Duo?

IDS of Canada has the Canadian rights to distribute both *Calamus*, which it admits won't be ready for a "couple of more weeks", and the Moniterm monitor and graphics card which makes the Viking I 2400 do its magic. IDS claims that any "well behaved" GEM program will run on the monitor, which leaves you hoping 50% of the programs will in the beginning (you can be certain if it's successful others will be repaired so they will also). Moniterm (5740 Green Circle Dr., Minnetonka, MN 55343; (612)-935-4151) hopefully will be ready to market the card in 2-3 months in the U.S., presumably the delay is for FCC approval for the card. The monitor itself has been ready for some time. The Canadian end, however, reports it will be selling the monitor in circa 2 weeks. IDS will also shortly have a color monitor available with a resolution of 1280 x 640.

No official prices were available, but the monochrome 24" Viking I 2400 and card were rumored to be marketed for about \$2000 with the Viking I 1800, obviously the 18" version, for several hundred less. *Calamus* has a dual price structure, \$595 for the Mega versions, and \$299 for the stripped down 1040ST program.

Interestingly the only major companies present at the Seybold show were IBM, Apple, and Atari. Other than the Viking I, peripherals

appeared to dominate the show. You can be sure Navarone, the scanner company, took a close look at the Viking I.

SoftLogic

Some people have said, "SoftLogic, that was what was involved when they released a 'beta' version of *Publishing Partner Professional* to the general public, which wouldn't even print." But no, SoftLogic is the name of the company. Their "latest" release date is the end of September, which means, if they meet it, you will have already seen PPP on the shelves. Though SoftLogic states this is "a firm date," when pushed, they acknowledge that they are working day and part of the night on getting it out, and their fondest expectation is that October will see it selling. "Great progress has been made" is their latest offering, as they admit to experiencing some agony over the repeated delays. We hold to our view that it will be late, late fall before any of us see a smooth version of what could be a powerful DTP package. In the interim Timeworks *Publisher ST* works and works well. *Calamus* is noted above as still being repaired, and beautified. And a new DTP, *Home Publisher*, has appeared from abroad but is not on the shelves as yet.

Genie

As we have declared with regularity, show us where the heat is and there you will also find Niel Harris. Now responsible for turning Atari Centers in select Federated Stores into profit centers versus one of the main reasons Atari's profits dropped 50% in the first six months of this year, Harris doffed one of his several other hats to appear as part of a fire brigade on Genie in early September. Their task? To put out the rising firestorm about where Atari was leading its

beloved fans. Four hours later as the roundtable ended, the electrons began to hum about what an expensive waste of time the session had been. One of the root reasons was Harris' inability to comment on any product not already released by Atari. While it makes it awkward for him, it does suggest that Atari for the moment means to stick by its newest dictum: announce no product before you are ready to sell it. How long will this last? When's the next Comdex?

Federated Fiasco

Many of you have been reading about a rarity in the financial world. An occasion where Mr. Jack Tramiel is the "takee" rather than the "takor". In this instance it was rather a sizeable "take", say about \$43 million. That's how much Atari is claiming in the courts the takor got from the takee by inflating the value of Federated when it was sold to Atari. Now Genie and CompuServe wires are also charged with statements about Atari violating its vow never to undercut its dealers by allowing Federated to sell the "big stuff" or certainly never at a discount. Well, as we note above, the average price for a 520ST mono system is \$700-\$750. Federated has been "test marketing" it at \$599. One definition of "test marketing" is selling it for minimal profit to gauge the market's appetite. Ostensibly Federated stores pay Atari the same for Mega's that dealers do. So, if they chose to sell it for a lower profit, no harm done to the local dealer. We wonder?

On the heels of that question, comes one about what the dealers' response should be when someone who bought a 520ST at Federated because its price was \$100 less, comes in to have the dealer repair his machine because Federated has no repair capability?



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1040ST Monochrome.....	C A L L	SC1224 Color Monitor	\$ 349.95	Supra 20MB HD.....	\$ 579.95	Casio CZ-1	\$ 579.95
1040ST RGB Color.....	C A L L	Video Key	\$ 99.95	Supra 30MB HD.....	\$ 729.95	DeskCart by QMI	\$ 89.95
520ST Monochrome.....	C A L L	ComputerEyes Blk/Whit	\$ 139.95	Panasonic 1080i.....	\$ 179.95	IMG Scan	\$ 79.95
520ST RGB Color.....	C A L L	ComputerEyes Color	\$ 189.95	Astra Monitor Switchbox ..	\$ 64.95	GTS-1000 5 1/4 Drive.....	\$ 229.95
Atari Laser Printer.....	\$1799.95	SF 354 S/S Drive	\$ 99.95	Panasonic 1090i.....	\$ 229.95	Mouse Master	\$ 37.95
Mega 40MB HD (Supra) ...	\$ 849.95	SF 314 D/S Drive	\$ 229.95	Tower with 40MB HD	\$ 799.95	4 Player Adaptor	\$ 17.95
Supra 10MB Floppy.....	C A L L	I.B. 5 1/4 Drive.....	\$ 229.95	GTS-100 3 1/2 Drive.....	\$ 229.95	NX1000 Color Printer.....	\$ 279.95
SM124 Mono Monitor.....	\$ 159.95	ICD FA-ST 20MB HD.....	\$ 629.95	Supra 2400 Modem.....	\$ 149.95	NX1000 Color Ribbons.....	\$ 10.95

EUROPEAN ST

4 in 1 arcade pack.....	\$ 44.95	Corruption	\$ 49.95	Outrun	\$ 39.95	Star Wars	\$ 39.95
Alien Syndrome	\$ 39.95	Empire Strikes Back.....	\$ 39.95	Pandora	\$ 39.95	Stircrazy Bobo	\$ 39.95
ArCADE Force 4	\$ 44.95	Flinstones	\$ 37.95	Pink Panther	\$ 37.95	Street Fighter	\$ 44.95
Arkanoid.....	\$ 39.95	Guantlet II	\$ 49.95	Predator	\$ 39.95	Strip Poker 2+	\$ 39.95
Arkanoid 2	\$ 39.95	Great Giana Sisters	\$ 39.95	Quadrillion.....	N E W	Super Ski Eddie Edwards ..	\$ 39.95
Army Moves	\$ 39.95	Ikari Warriors	\$ 29.95	Rampage	\$ 29.95	Super Sprint	\$ 24.95
Bermuda Project	\$ 49.95	Killdozers	\$ 37.95	Santa Paravia.....	\$ 23.95	Tetris	\$ 39.95
Better Dead Than Alien	\$ 39.95	Legend of the Sword	\$ 49.95	Seconds Out	\$ 34.95	Thunder Cats	\$ 39.95
Boing Commando	N E W	Mickey Mouse	\$ 37.95	Side Arms	\$ 39.95	Virus	\$ 39.95
Bubble Bobble	\$ 39.95	Mission Genocide	\$ 19.95	Slap Fight.....	\$ 34.95	World Darts	\$ 34.95

ST SOFTWARE

1st Word Plus	\$ 79.95	Easy Tools	\$ 31.95	Laser C	\$ 169.95	Roadwars	\$ 25.95
AB Zoo.....	\$ 24.95	EZ-Score Plus	\$ 109.95	LDW Power Spreadsheet ...	\$ 207.95	Scanart Library	\$ 44.95
Atari Planetarium	\$ 31.95	Fontz!	\$ 28.95	Macro Mouse	\$ 29.95	Scrabble	\$ 29.95
Athena II C.A.D.	\$ 74.95	Gold of the Realm.....	\$ 31.95	Mark Williams C 3.0	\$ 129.95	Scruples	\$ 33.95
Back Up	\$ 34.95	GFA Complete Line	C A L L	Microsoft Write	\$ 79.95	Shadow	\$ 24.95
CAD 3D Fonts 2.....	\$ 27.95	Goldrunner II	\$ 31.95	Midi Recording Studio 2.0 .	\$ 49.95	Spectrum 512.....	\$ 59.95
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Dungeon Master Hint Disk\$	19.95	Keys ST Music Trainer	\$ 69.95	Road Runner	\$ 36.95	Word Perfect	C A L L

Reviews! Reviews! Although the number of new releases for Atari 8-bit software has been sparse, there have been a number of major products published over the past year or two which never were reviewed in CN. Since May, I have been in touch with quite a few companies who have supplied me with many of their titles from the not-too-distant past to the present.

Among these are Datasoft's battleship simulation, *Bismarck*; helicopter simulation, *Tomahawk*; the *Video Title Shop*, and the very new Boulderdash-like puzzle/arcade game, *Saracen*.

From Infocom, who recently pulled out of the 8-bit market, we will feature *Hollywood Hijinx*, a humorous look at the Hollywood of yesteryear; and *Stationfall*, the sequel to the popular space comedy, *Planetfall*. Perhaps this exposure for these more recent titles will spur sales and lead Infocom and its parent company, Activision, to reconsider their withdrawal from the XE market.

Baudville's classic drawing program *Blazing Paddles*, SSI's *Phantasia II* and *Sons of Liberty*, Artworx's *Bridge 5.0*, and Mindscape's arcade hit *Gauntlet* are some of the other relatively new titles which will be reviewed.

Naturally we will continue to showcase two XE Game System carts each month, including *Blue Max*, *Archon*, *Battle Zone*, and *Ballblazer*. This part of the market appears to be quite healthy, with many brand new releases on the horizon (e.g., *Food Fight*, and *Into the Eagle's Nest*).

Of course, non-gaming software will not be ignored, although there appears to be less and less of this being produced, at least by the larger firms. Springboard's *Clip Art Collections* for *Newsroom*, Stardust Software's *QuickCode*, a series of

macros for assembly language programming; and *Cheat!*, Alpha Systems' game-changing utility, will be critiqued in upcoming issues.

It is our hope that, by providing as many reviews of relevant releases past and present as possible, you will better know what to spend your money on and will support with your dollars those firms still producing 8-bit products. In that way, not only will those companies continue to write for the 8-bits, but perhaps some of those software publishers or hardware manufacturers deserting the market, or in a wait-and-see mode also will support our machines.

Farewell to Firebird. Since being bought out by Activision, the British firm, Firebird Licenses, has experienced a name change and has withdrawn its support from the Atari 8-bits. Highly respected for its extremely attractive and richly detailed graphic adventures, including *The Pawn* and *Guild of Thieves*, Firebird (now called Rainbird) has ceased production of all 8-bit products and has sold its surplus to mass distributors, such as Electronics Boutique.

With parent companies such as Activision and Electronic Arts (was the Infocom pull-out their fault?) so negative toward supporting the Atari 8-bits, what sort of future do these computers have? Perhaps an enormous letter-writing campaign aimed at these and other conglomerates should be in the offing.

Magniprint II+ Released. Alpha Systems has just released version 4.1 of its successful Magniprint II+ graphics print program for Atari 8-bit computers. Magniprint II+ will print pictures from *MicroPainter*, *Micro Illustrator*, *Koala Pad*, *Atari Touch Tablet*, *Paint*, *Fun With Art*, *B/Graph*, *Super Sketch*, *Strip Poker*, *Graphics Magician*, *Atari Light Pen*, *Print Shop*, *Com-*

puterEyes, *Typesetter*, or any other program that uses any of these formats, as well as pictures drawn with BASIC programs. It prints pictures or screens in any graphics mode (0-11, including 7.5 or E). It prints in normal or inverse shades, and sideways or up and down on the page.

Anything from a small section of a picture to the full screen in a 6-foot poster size can be printed. *Magniprint II+* will let you add text to your pictures in four different sizes. You can use the usual Atari character set, one of the alternate character sets provided on the disk, or any other character set that uses the standard 9-sector format. You can change pictures from one graphics mode to another, alter them with the special touch-up mode, or create dramatic special effects by squashing, squeezing, or stretching the picture as you print it.

You can choose which shades of gray to use when printing a picture. By selecting different shades, you can create spectacular full-color printouts on any printer (color ribbons required). The special MIRROR option prints pictures with left and right reversed, ideal for printing T-Shirt transfers (transfer ribbons required).

Magniprint II+ includes a special program called *PrintAll*. This prints your program listings exactly as they appear on your screen. There's also a special screen load routine, which lets you display *Magniprint II+* pictures in your own BASIC programs.

Magniprint II+ works with all popular printers. It lists at \$24.95. Current *Magniprint II+* owners can upgrade to the new version for \$10 plus their original *Magniprint II+* disk. This may be obtained by writing Alpha Systems, 1012 Skyland Drive, Macedonia, OH 44056. (216) 467-5665.

NOVATARI XL/XE LIBRARY

Announcing eight new disks since we last advertised here! (look for *) The price for mail orders is \$3 per disk plus \$1 for postage and handling for every 3 disks. Send checks, payable to NOVATARI, to Alan Friedman, 5951 Heritage Square Drive, Burke, VA 22015.

Any user group librarians who are willing to trade library disks write or call Roy Brooks, 4020 Travis Parkway, Annadale, VA. 22003, phone (703) 750-0146. We trade with groups all over the world.

DEMO

- 1: Miscellaneous
- 2: Movie Maker Clips
- 3: Heavy Metal Art
- 4: Miscellaneous
- 5: Desktop DOS + Demos
- 6: VizPics
- 7: Mandelbrot fractal graphics
- 8: HITCHHIKER'S GUIDE TO THE GALAXY
- 9: WIZARD of OZ
- 10: ADVENTURERS COMPANION

EDUCATION

- 1: Mathematics
- 2: Primary Language
- 3: Teachers' Toolbox
- 4: Word Builder 1.0
- 5: Animated stories
- 6: Geography
- 7: Bio+Chem with touch typing
- 8: Basic Math
- 9: Higher Math and Language
- 10: The Cell
- 11: Spelling Bee
- 12: Math Game
- 13: WORD GAMES

GAMES

- 1: Text Adventures I
- 2: Gambling
- 3: Simulations
- 4: Mazes
- 5: Parlour Games
- 6: Graphics
- 7: Action! Games
- 8: Arcade Look-A-Likes

- 9: Text Adventures II
- 10: Text Adventures III
- 11: Surf's Up
- 12: Ski King
- 13: 20 BASIC Games
- 14: Super Quiz A & B
- 15: Two Graphic Adventure Games
- 16: Space Lords
- 17: Pinball Games
- 18: Machine Language Games
- 19: Dandy Dungeon
- 20:* Holdem Poker
- 21:* Americas Cup
- 22:* Boulder Dash Const. Set
- 23:* Wheel of Fortune & Backgammon

LANGUAGE

- 1: Fig-FORTH
- 2: ACTION! source codes (cf. GAMES 7)
- 3: ACTION! Graphic Demos
- 4: ACTION! Utility Programs
- 5: ACTION! Modules #1
- 6: ACTION! Modules #2
- 7: BASIC XL-REF Base
- 8: ACTION! Modules #3
- 9: KERMIT telecom
- 10: TURBO BASIC
- 11: Pascal Sampler
- 12: Searcher XL Turbo
- 13: Turbo Basic for 400/800
- 14: C Language
- 15:* Turbo Basic Documentation

MUSIC

- 1: TV/MOVIE Themes
- 2: ROCK
- 3: JAZZ
- 4: BASIC with animation
- 5: Ams Player:12 Rock Songs
- 6: Ams Player:14 Movie/Video Themes
- 7: Ams Player:16 Oldies
- 8: Ams Player:18 Classics
- 9: Ram130 AMS Beetles' Songs
- 10: MUSIC COMPOSER Songs
- 11: POKEY PLAYER
- 12: MUSIC MAJOR

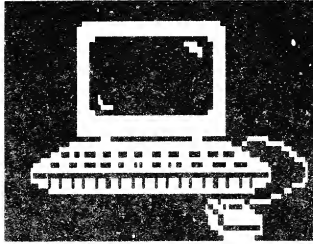
UTILITY

- 1: MISC introduction
- 2: Printers

- 3: DOS 2.5
- 4: Directory & Label Printer
- 5: Graphics Trilogy
- 6: Copymate XE
- 7: SCOPY sector copier
- 8: Translator Disk
- 9: 256K Upgrade
- 10: Daisy-Dot NLQ
- 11: Dos 2.6
- 12: MACHDOS 2.1
- 13: Print Shop Editor
- 14: Easy Find
- 15: Print Shop Icons
- 16: TEXTPRO 1.1
- 17: Print Shop Icons
- 18: Touch Edit
- 19: DOS 4.0
- 20: Graphics
- 21: 130XE upgrades + Utilities
- 22: HI-RES 130 (graphics)
- 23: Rainbow DOS
- 24: Font Master
- 25: 3-D CAD
- 26: ADELAIDE SYMBOLIC DISASSEMBLER
- 27: DB's & Spreadsheet
- 28: Graphic Utilities & Pics
- 29: String Magic
- 30: Print Shop Icons
- 31: Hacker's Toolkit
- 32: Weekly Scheduler
- 33: Textpro 2.5r (telecom)
- 34: Print Shop Utility
- 35: Monitor/Debugger
- 36: Diet & Nutrition
- 37: General Ledger
- 38: Super Copiers
- 39: Atari Writer Drivers
- 40:* Signmaker
- 41:* Billboard Maker
- 42:* Daisy Dot II

TELECOMMUNICATIONS

- 1: 850 Interface
- 2: 835/1030 Modem
- 3: MPP Modem
- 4A: AMODEM 7.2
- 5A&B Chameleon Terminal Emulator
- 6: 1030&850 Express (3.0 & 2.1)
- 7: Data Comm
- 8: AMIS XM10 BBS program
- 9: AMODEM 7.4 + Rverter
- 10: FOREM XE BBS



User-Friendly?

No, More Like A Friendly User Philosophy

By John Barnes

Each year at AtariFest time I look forward to meeting the legions of users who have been baffled by their first computer. The following story is pretty typical:

Mr X, a retired businessman, acting on the advice of a well-meaning YFM (younger family member) has bought himself a 1040 ST and a suite of personal productivity software to go with it. He's got word processing, a spread sheet, and a database manager.

Well, he can't get to square one. To him "point and click" is not simple at all. The icons are confusing. He can point all over the page with the mouse, but he can't quite grasp the idea of double clicking. He takes a trip back to the store that sold him the machine and says "I find this too difficult." The salesman says "If you think that's hard, try an IBM," whereupon the salesman turns around and walks away.

Help, Help. Mr X, while dismayed, does not give up. He goes trucking off to the local users' group for a little advice. X is entertained by lots of abstruse jargon and introduced to mysteries that he cannot understand and does not know that he should care about. He gets lucky and wins the evening's door prize, a handy little *Print Shop* clone program. He takes the program home and is just as frustrated as before. Most Mr. X's would just pack the machine up and donate it to YFM (the tax break for charity donations is not what it used to be). This is a sensible approach because they get their desk space and their peace of mind back.

Our particular Mr. X is, however, a man of uncommon tenacity. He comes back to the users' group the following month and finally gets the

ear of one of the local Good Samaritans. GS agrees to take the program home and check it out. After determining that the program works as it should he makes a backup copy for Mr. X and arranges to visit X's house of a Saturday afternoon to see if there are hidden hardware or software problems. GS gets the program running on X's machine.

But the Machine Works.

After an hour and a half or so of tutoring GS can plainly see that Mr. X is exhausted by the ordeal. It is not clear whether X is any closer to making successful use of the machine than he was before, although he appears to be satisfied that the machine does work properly.

All of you have experienced this. Many of you may still be in Mr. X's shoes. The turnover rate for CN subscribers indicates that many people never get comfortable with their machines. Does our introduction to the computer have to be this way? Whose fault is it that the experience is often so frustrating?

Everybody in this little scenario has to share some of the blame. They have ignored the first axiom of computer learning: "You have to have a problem that you want to solve before it becomes worthwhile to learn to use a computer." This principle has withstood the test of more than 25 years of observation as a user and sometimes consultant on computers. The following theorem is obvious: "Don't force the novice to learn complicated things to solve a simple problem." When Mr. X turns on his machine he knows that he wants to make a banner or a calendar page. He should be given the tools to do this as rapidly as possible.

As a first time computer user, Mr. X is hardly in a position to know this. If YFM thought that Mr. X needed the machine to handle his finances, his correspondence, or his Christmas card list, then YFM should sit down with Mr. X and take the trouble to sort out the use of the machine. The computer store should take the trouble to learn what Mr. X's real needs are. Computer stores will not see the kind of return visits for new software that are their bread and butter if they turn people off in this way.

Software developers too often provide products for experts. They should take a hint from game vendors and make it so that their product boots right up. This may require nothing more than providing a default desktop and setting up STARTGEM in an AUTO file. This is done all the time in the IBM world. How else would secretaries, clerks, and novelists be able to use *Word-Perfect* and *DBASE III* without having to learn MS-DOS? Atari Corp should put its full support behind developing a really good way to boot right into a GEM application. For the time being, user groups can help with this.

Unnecessary Barriers.

Developers should also make it easy to customize the environment for a program, thus minimizing the number of idiotic choices that a tyro has to make when using it. A typical choice of this kind is the printer driver for a word processing program. Such choices, because they are distracting, erect unnecessary barriers to learning and understanding. In general separate "configuration" modules should be provided so that this part of the process can stay hidden until it is

needed again and so that the configuration can be protected against wrong choices on menu bars. *1st Word*, *ST Writer*, and *WordPerfect* are examples of programs that can be transparently customized to fit the user's environment.

The typical software store or user group can (and should) provide the technical assistance needed to perform such installations and to back up Mr. X's distribution kit to guard against damage and corruption.

Developers should provide better documentation, aimed at the tyro without assuming that the user is brain dead. The documentation and examples that came with *PHASAR* and *WordPerfect* show how this can and should be done. Their use of online help is also

outstanding. We have seen too many instances where the developers do not turn their products over to novice user panels because they are in too big a hurry to get the product in the mail. They may put bread and butter on the table for a while this way, but not for long.

Some new users shoot themselves in the foot because they use pirated software that comes without documentation. May they suffer long and painfully.

There are indeed ways to get Mr. X closer to the subject painlessly. Improved program design, improved operating system design, and improved documentation would be a big help. Since the software vendors (developers and retailers alike) do not find it worthwhile to support the products they sell, user groups have to take up the slack. A

"buddy system" whereby new members are assigned to gurus is an approach that should be used more often. The gurus will have to become better educators so that their pedagogical efforts will not be wasted.

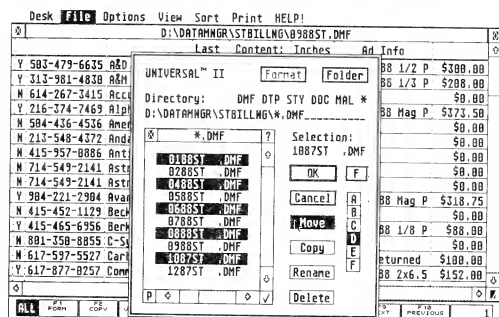
In the early days, computers were enshrined in vast temples and attended by erudite priesthoods. Nowadays people have been led to believe that access to computers is constitutionally guaranteed. I think that the "computer revolution" is a myth and that computers are a complicated plot to distract workers from doing their jobs properly.

If a few more people like Mr. X would display the tenacity to collar someone who can help with their problems perhaps the day when computers can be driven like cars will be brought a little closer.

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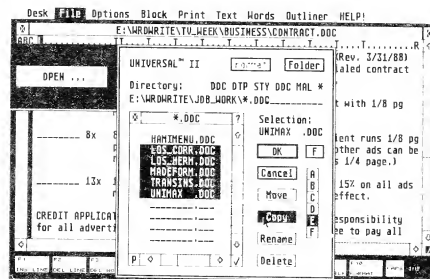
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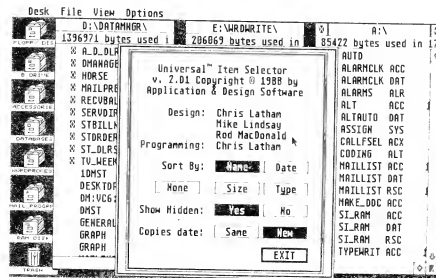
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And the beat goes on and on

It's coming in the next quarter! The beta version is out for testing! A few bugs remain and then it's ready for market! The hold-up is production capacity, once the new plant is open supply will be plentiful! No, no, you are all wrong, it's the micro-chip shortage that is the problem (the U.S. Government's fault again).

I am sure you have heard these phrases often, not only from the manufacturers but the print media following Atari-related developments (this magazine is no exception). Are you sick and tired of these lame explanations for the failure to deliver? I heard them during the Warner era and they are now being repeated during the Tramiel era. My dissatisfaction is not with Atari alone, but third-party software and hardware developers as well. A few examples of the guilty parties are:

- Atari Corp. – CD-ROM plus other products.
- Soft Logic – Publishing Partner Professional
- Strange Systems – Accelerator Board
- Regent Word – Regent Word III
- Tec-Systems – Hard drive kits

Why have products failed to appear from companies at all or within a reasonable time frame? For the small companies, it is, of course, a question of capital constraints and unrealistic expectations (a failure to accurately assess the degree of difficulty in bringing a product to market). In Atari's case, the dearth of new products or enhancements to the ST is more likely due to the lack of R & D funding. For anyone to say the Atari computer line is the cutting edge of technology is, to say the least, stretching the truth. For a moment, let's look at what's being advertised

by Atari Corp. in the U.S. market:

- 2600 Game system – 1978 technology
- XE Game system – 1980 technology
- 7800 Game system – 1982 technology

Are you underwhelmed? But hold on, it's equally true that the 1040 ST technology is of 1985 vintage with no observable strategy for significant penetration of the U.S. market.

Some will say I am being over-critical in regard to marketing of the ST. But, in fact, Atari's best market window in the U.S. may have already passed by considering the following events have occurred since the 1040 ST's introduction:

1. IBM has upgraded the graphics in their PC's to the point where they are better than the 1040 ST's. Enhancements to the ST screen presentation have been "just-around-the-corner" for quite some time. (I have come to believe it's a rather long corner).

2. Apple has introduced several new Mac's which have supported a major corporate effort directed at the business market. Atari has talked and postured for over a year but no products have been introduced to-date in support of business market objectives. A further indication of their real intent is that Atari has steadfastly refused to advertise, in a major way, the ST in the U.S. market.

In response to criticism, Atari has blamed just about everyone for their failure to deliver. Some of the more popular excuses include the chip shortage and the lack of production capacity. My question is, "Why are other prominent manufacturers producing a record number of computers in the face of the chip shortage?" The answer is,

"The shortage is highly selective." At \$5/chip--no chips are available; but at \$10/chip--supply exists. Interestingly, the shortage is accentuated, according to information supplied to me by a major chip broker, by the Japanese who are buying chips on the U.S. market and shipping them back to Japan.

As for computer production capacity, how long did it take Atari to build its Taiwan ST plant? For two years now Atari has talked about production constraints, it appears to me that more than enough time has passed to expand capacity.

Atari's failure to deliver on its pronouncements does not appear to have confused the stock market which has witnessed a decline in ATC's stock price to \$6.50 per share. The decrease in share value can be attributed to several factors, but two recent events stand out:

1. Financial losses from the Federated group of stores continue. As you know, Atari paid \$70 million last year for 65 discount retail outlets in four states. For the second quarter of 1988, Federated stores' net loss before tax was \$7.6 million which is slightly less than the loss for the first quarter. Earnings per share were 10 cents compared to 13 cents for the same period last year.

Complicating the situation, in late August Atari filed a lawsuit alleging that executives of the Federated group as well as key business associates inflated the value of Federated's assets by \$43 million in order to entice Atari to purchase the company. Atari claims the per share stock price was "actually worth much less" than the \$6.25 paid. If you recall, at the time of Atari's purchase of Federated, a debate among computer industry

analysts raged as to whether this was a bold stroke by Atari to increase retail sales in the U.S. or whether it would result in another flawed initiative by a computer company attempting to provide outlets/exposure for its computer products. Back in early December 1987 my comment in Current Notes was:

"The purchase of the Federated group of stores by Atari could hamper rapid achievements of other short-term corporate objectives by straining cash reserves."

Over the last three quarters, the purchase of Federated has resulted in over \$20 million in losses to Atari. Further, it is possible that the drain on Atari's financial resources may not end in 1988. It goes without saying, those losses have cost Atari dearly in terms of lost plant/chip capacity.

2. Atari once again is thought of as a game machine company by most. Don't believe me? Look how this wire service report from United Press International begins:

"In a prepared statement, Atari, a maker of video games based in Sunnyvale, Calif., said..."

Atari plans to introduce 45 new video game titles by Christmas. At present, Atari has about 25 to 30% of the U.S. video game market. Tramiel has also hired Nolan Bushnell, the inventor of the first commercially successful video game—Pong—to participate in the development of new games. Bushnell's new company is supposed to produce 20 or so of the 45 games for the 2600/7800 and reportedly being paid \$5 million to do so. (Interesting aside, Bushnell was the founder of Atari in 1972).

What's wrong with selling games? In fact, have not U.S. sales of home video games by Atari doubled in each of the last two years? Are not profits greater than they would have been otherwise? Yet, despite the influence video game machine sales have had on impro-

ved financial performance, the stock market investor has not warmed to Atari. Why? A growing number of market analysts expect the video game market to go belly-up, and soon. If it does, then Atari, with little penetration of the computer PC market in the U.S., could be facing serious difficulty. Sound familiar to the old salts? (Corporations without a retention rate are doomed to repeat earlier failure—just as nations). Finally, could this policy of promoting games also be a contributing factor to the revolving door regarding top executives at Atari?

One year after Tramiel bought Atari, the future looked bright, as they say, "Not a cloud in the sky". Now, one must say, "A few clouds have appeared in the sky". They indeed do bear watching by you—the user and investor. What may be happening is simply a stretch out of the short-term cash crunch or it may well foretell a much more

basic problem for Atari and U.S. market operations.

In closing this discussion, I would like to end on a more positive note. Below are a few examples of developers staying on top of the situation by supporting their products through either prompt bug-fixes, if necessary, or new versions to enhance user capability. They deserve your support which is best expressed by buying their product.

- o Versasoft Corp.—dBMAN
- o Word Perfect Corp.—Word Perfect
- o Data Pacific—Magic Sac
- o TimeWorks—Publisher ST and Wordwriter ST

Next month, a look at Tramiel's lobbying efforts on Capitol Hill. Is he getting in over his head with the political types in Washington, D.C.? Is Atari's interest in the trade situation for the good of the industry and nation or are less altruistic motives at play?

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Two Mac Emulators

Two For the ST

In case you haven't noticed, the title of this column has changed again. With the upcoming release of the Spectre 128 from Gadgets by Small, Inc. there will be two Macintosh emulators for the Atari ST. For those of you reading this column for the first time, or *Current Notes* for that matter, I have been writing about the Magic Sac for the past year and a half. My articles have been a mixed bag of tutorials, product updates and on a couple of occasions, product reviews of commercial Macintosh software that works with the Magic Sac.

Now that there will be two Macintosh emulators, I guess my efforts to cover these products may be doubled; only time will tell.

As I stated in last month's column, I still envision a market for both the Magic Sac and the Spectre 128, given the price differential and how much power you want or need. There is also the need for running real Mac formatted disks. At the present time, only the Translator by Data Pacific provides this means to use real Mac formatted disks and the Spectre 128 will be fully compatible with the Translator.

Again, only time will tell whether both products can survive in this limited market.

Magic Sac Update

On August 22nd, I received the Summer/Fall '88 issue of the Magic Newsletter from Data Pacific. Among other things, it announced the release of version 6.1 of the Magic Sac software. If you didn't receive a copy of the newsletter, then you probably didn't send in

the product registration card that came with your Magic Sac or Translator.

Since I covered embellishments offered in version 6.1 in last month's issue of *Current Notes*, there is no need to repeat it again in this issue. Instead, I've included a compatibility list of over 200 commercial Software titles that work and don't work with version 6.1 of the software. The official price of this software upgrade is \$25, which includes a new manual. The newsletter points out that you must return your "original" Magic Sac disk with your check to receive the upgrade. A new version of Mover 1.7 is also contained on the disk.

Mover is the utility to move files between ST formatted disks and Magic formatted disks or vice-versa. This new version of Mover is reportedly bug free and no longer transfers zero byte length files.

I always found Mover to be not as user friendly as the Transvector by Doug Wheeler (sorry Dan!). A limited version of the Transvector is also contained on this disk. Doug is working on version 4.0 of the Transvector and I highly recommend purchasing it if you have the need to move files between the two formats.

Also announced in the newsletter was an increase in the retail price of the Translator due to the volatile market in ROM and RAM chips. The new retail price will be \$299.95.

Additionally, if you're interested in purchasing some excellent Mac software at a reasonable price, Data Pacific is offering three products by Microsoft in Mac or Magic formatted disks. They are Microsoft Excel, Word and Works. I compared

the prices that DP is offering these titles for with those from Mail Order discounters in MacUser. In most instances, the Mail Order discounters are slightly lower than that of Data Pacific. The advantage of purchasing these titles from Data Pacific is that you don't have to port them over to Magic format if you don't own a Translator or have access to a Mac.

Spectre 128 Update

On August 12th, I received a prototype of the Spectre 128 for beta testing. Besides myself, there are four other people beta testing this baby. Mark Booth, Bruce Rogovin, Norm Walker, Doug Wheeler and I have been hammering on this device ever since then to pick up any bugs and report them to Dave Small. It's been a challenge since most of us have different ST system configurations. Some bugs reported by one person couldn't be duplicated by another person due to memory size. Most of the bugs have been isolated and the Spectre 128 appears to be very solid. We started out with version 1.0 of the software and within 4 weeks' time and 3 revisions later, we were up to version 1.5 of the software.

I am currently using the latest Mac Finder 6.1/System 6.0.1 with the Spectre 128 and booting it directly off a 40 meg hard drive. The 40 meg hard drive is divided into 3 equal HFS partitions. For those of you using the Magic Sac and a hard drive, at least one partition had to be MFS formatted with HD 20 on it to use subsequent HFS partitions. The 128K ROM's don't require HD 20, so when the Spectre 128 is booted, it goes directly to the

first partition and boots from its Finder/System. This is an almost instant process. The Spectre 128 boots to the Mac desktop in less than half the time it takes the Magic Sac to do the same using HD 20. The 128K ROM's play a factor in this. The other factor is that the Spectre software uses a TURBO mode similar to the one used in version 6.1 of the Magic Sac software. **Only It's Even Faster!!**

The use of the 128K ROM's also provides extensive improvements and performance over the Magic Sac. The Quickdraw routines in the 128K ROMs are faster, so the screen refreshes itself more quickly. The zoom box, which was missing in the 64K ROMs is fully functional. Other features include the ability to use any Finder and System released by Apple including Finder 6.0/System 4.2 and as mentioned earlier, the latest Finder 6.1/System 6.0.1.

The most important improvement over the Magic Sac is the ability to use all the latest commercial software being released for the Macintosh. This assumes that you have enough memory and/or a hard drive to run certain commercial titles. More and more commercial titles appearing on the market are becoming memory hogs. Some titles such as *Fullwrite Professional* need more than 1 meg of memory and a hard drive to fully utilize its features. *HyperCard* also needs

more than 1 meg of memory and a hard drive to take full advantage of its features.

If you scan through the Compatibility List of commercial software for version 6.1 of the Magic Sac that accompanies this article, almost all the titles that are shown as "needs 128K ROM's" or "Crashes" work with the Spectre 128. This is with the beta version of the software. When the Spectre 128 is released, I expect most, if not all, of these titles to be fully compatible.

Unlike the Magic Sac, the Spectre software is totally self-contained. By this I mean that all functions and utilities are in one program. The opening screen (see illustration) makes full use of GEM and its drop-down menus. As such, you no longer have to run separate programs to format floppy disks, hard disk partitions, or to copy disks; it's all available from this opening screen.

I saved the best for last! The Atari SLM804 Laser works with the Spectre 128. It's only limited to screen dumps in 72 or 300 DPI resolution at the moment, but Dave intends to have it fully supported in the next software revision. Other future enhancements being considered are some form of sound and formatting disks from the Mac desktop.

Oh, yes, the cartridge! **It's Small** (pun)!! Much smaller than the Magic Sac! It's actually smaller than

a pack of cigarettes; it measures 2" wide x 3/4" high x 3-1/4" long.

In the short time I've been using the Spectre 128, I have been simply awed by its power. If you sense

that I'm enthusiastic about it, that's an understatement.

By the time you read this article, the Spectre 128 will be available. The official price of the Spectre 128 is \$179.95. Initial distribution will be directly from Gadgets by Small, Inc. Eventually it will be available from Atari dealers in most metropolitan areas.

If you want to place an order or just want to obtain product literature for the Spectre 128, write to:

Dave Small,
Gadgets by Small, Inc.,
40 W. Littleton Blvd. #210-211,
Littleton, CO 80120
(303) 791-6098.

Oh, YES, it does run HyperCard!!

Time permitting in the months ahead, CN will publish a Spectre 128 Commercial Software Compatibility List.

New Magic Library Disks

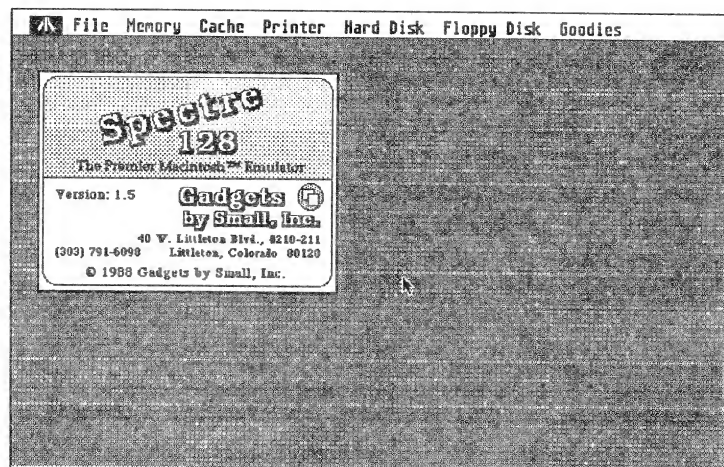
This month, 4 new disks have been added to the Current Notes Magic Library. Here is what's on each disk:

Disk M58, Games #13, contains 6 new games - Klondike 3.6, Space Station Pheta, Mac Concentration, Sitting Duck, Hot Air Balloon 2.1 and Think Ahead+ 2.0.

Disk M59D, Demo Disk #3, contains fully working demo versions of Kaleidagraph and Geographics II. This is a double sided disk.

Disk M60, Games #14, contains 8 new games - Golf Solitaire, Mac Football, Euchre 2.2, Gomoku, Pyramid, Checkers, Runaround and Macpuzzle 1.0.

Disk M61, Fonts #9, contains 8 new fonts in assorted sizes - New Century 10-24, Helvetica 10-24, Columbia 9-24, Minneapolis 36, Creamy 10-24, Palatino 10-24, Detroit 24, and Zap Chancery 10-24.



Macintosh/Magic Sac Version 6.1 Compatibility List

The commercial titles below have been tested with version 6.1 of the Magic Sac using Finder 5.4, System 3.2, and Hard Disk 20 1.1 and Estart 2.5 on a 1 MEG ST configured as a 832K MAC. Unless otherwise noted, all applications that work, do so with the above setup.

Acta 1.0, 2.0 & 2.1 Works
 Adobe Illustrator 1&1.1 Needs 128K ROMs
 Back to Basics Accounting Locks Up
 Battery Pack Works
 Calculator Construction Set 1.0 Works
 Canvas 1.01 & 1.02 Needs 128K ROMs
 C.A.T. 1.01 Works
 Chessmaster 2000 1.0 Works (Unprotected)
 ColorPrint 2.03 Works
 ComicWorks 1.0 Works
 CricketGraph 1.1 Works
 CricketDraw 1.0 Needs 128K ROMs
 Curator 1.02 Crashes
 Day Keeper 1.41 Works, Crash on QUIT
 Deadline Works
 Decision Map 1.0 Works
 DBASE Mac 1.0 Needs 128K ROMs
 Deja Vu 1.03 Works (Unprotected)
 Design 2.0 Works
 Design Scope 1.0 Works
 Dimension 1.15 Works
 Dinner at Eight Works
 Disk Express 1.06&1.10 (only on Floppies)
 Diskfit 1.4 Won't work
 Disk Ranger 3.0 Works
 DiskTop 1.2 Works, 3.0 & 3.01 Crashes
 DMAC III 1.07 Works
 Dollars and Sense 1.4 Works-Unprotected
 Double Helix 1.25 Locks Up
 Dungeon Revealed 1.1 Works
 Easy 3D 1.0 Locks Up
 Electric Checkbook--No, protected
 Eureka 1.0 Needs 128K ROMs
 Excel 1.03, 1.04, 1.05 & 1.06 Works
 Expressionist 1.0 Works
 Factfinder 1.0 Works (Unprotected)
 Fastback 1.02 Won't work
 4th Dimension 1.01 Works
 Filemaker Plus 2.00 & 2.1 Works
 Filemaker 4 4.0 Needs 128K ROMs
 Filevision 1.0 Crashes
 Findswell 1.0 Works
 1ST Base 2.0 Works
 Fontastic 2.6 Works
 Fontographer 1.5&2.3 No, needs Postscript
 Font/DA Juggler 2.0 Needs 128K ROMs
 Font/DA Juggler + 1.0 Needs 128K ROMs
 FreeHand 1.0 Needs 128K ROMs
 Front Desk 1.1 Works
 Full Paint 1.0 Works
 Full Write Professional 1.0 Needs 128K ROMs
 Graphic Works 1.0 Works
 Graphidex 1.01 Works
 General Ledger 1.1 Works
 Guide 1.0 Works
 Habadex 1.1 Works
 Habaword 1.8a Works
 Home Accountant 1.03 Works
 HyperCard 1.0, 1.1 & 1.2.1 Needs 128K ROMs
 HyperDA 1.0 & 1.01 Crashes
 HyperDA 1.02 Works
 Image Studio 1.0 Needs 128K ROMs
 Jazz 1.0 No, protected
 Laser FX 1.0 No, needs Postscript
 Leather Goddesses of Phobos Works
 Letter Invaders Works
 Lightspeed Pascal 1.0 Locks Up
 LogicWorks 1.3 Works

LookUp 1.0a Works
 Mac 3D 2.0 & 2.1 Unstable printing
 Mac 68000 Development System Works
 Mac-A-Mug 2.0 Works
 MacBlob Works
 McCad PCB Designer 3.1 Works
 MacAuthor 1.2 Unstable printing
 MacCalc 1.2 Works
 MacCalligraphy 2.0 Works
 MacChallenger 1.0 Works
 MacCheckers/Reversi Works
 MacCoach 1.0 Works
 MacDasher 1.52 Needs 128K ROMs
 MacDraft 1.1 Works
 MacDraft 1.2a Unstable printing
 MacDraw 1.9 & 1.9.5 Works
 MacDraw II 1.0 Needs 128K ROMs
 MacinTax '87 Works
 MacinUse 1.0 Works
 MacJack 1.0 Works
 Mac Labeler 2.2 Locks up
 MacLightning 2.0 Works
 MacLion 3.0 Locks up
 MacMoney 2.03 Works
 MacOffice Works (Unprotected)
 MacNosy 2.0 Works
 MacPaint 1.5 Works
 MacPaint 2.01 Needs 128K ROMs
 MacPerspective 3.01 Works
 MacPlaymate Works
 MacPlot 1.5 Works
 MacProject 1.0 & 1.2 Works
 MacProof 2.05 Works
 MacPublisher Works
 MacSpec 1.3 Works
 MacSlots Works
 MacSpell+ Works
 MacSpin 1.0 Works, 1.1 Crashes
 Mac the Knife Volumes 1 & 2 Works
 MacTerminal 2.2 Crashes
 MacTools 5.4 & 6.3 Works except Disk Copy
 MacWrite 2.2 & 4.6 Works
 MacWrite 4.5 Crashes
 MacWrite 5.01 Needs 128K ROMs
 MacZap 4.5, 5.0&5.1 Works except Disk Copy
 MapMaker 1.0 Works
 Mastertype III & IV Works
 MaxRAM 2.5 Crashes
 Mazewars+ 1.1 Works
 McMax Works
 Maga-Filter Works
 Mega-Merge 2.1 Works
 MenuFonts 1.0 Works
 MenuFonts II 2.0 Needs 128K ROMs
 Microphone 1.1 Crashes
 Microphone II 2.0 Crashes
 MindWheel Works
 MindWrite 1.0 Works, 1.1 Crashes
 Minicad 2.0 Locks Up
 More 1.1 & 1.1c Works
 Mouse Stampede 1.0 Works (Unprotected)
 MS Basic 1.0 & 2.0 Works
 MS Chart 1.0 Works (Unprotected)
 MS File 1.0 Works (Unprotected)
 MS Fortran 1.2 Crashes
 MS Word 3.0, 3.01 & 3.02 Works
 MS Works 1.0&1.1 Works exc Term. Mode
 MS Write 1.0 Works
 Multiplan 1.02 Works, Crash on QUIT
 My Disk Catalog 2.1C Works
 NFL Challenge 1.2 Works (Remove Macintosh)
 ODS/Consultant 1.6 Works
 OMNIS 3+ 3.24 Works
 101 Excel Macros Works
 Orbitor Works
 OverVUE 2.0a & 2.1d Works, does not print
 Pagemaker 2.0 & 2.0a Works

Pagemaker 3.0 Needs 128K ROMs
 Phoenix3D LVL1.0 Works
 Pensate 1.1 Works
 Perplex 1.0 Works
 Picture Base 1.0 Works
 Plot It 2.0 Crashes
 Poster Maker Plus 2.5 Works
 Power Draw 1.0 Needs 128K ROMs
 PowerStation 1.1 Works
 PowerPoint 1.0 Works
 Print Shop 1.0 Works (Unprotected)
 Printworks 2.2 Crashes randomly.
 Profit Stalker II 1.2 Works
 ProPrint Works
 Pro 3D Needs 128K ROMs
 PFS File/Report A.03 Works (Unprotected)
 PFS Rescue A.00 Works
 Psion Chess Works (unprotected)
 Pyro 1.0 & 2.0 Works
 Quark Express 2.44B Needs 128K ROMs
 Quick & Dirty Utilities 1.6 Works
 Ragtime 1.0 Works
 Ready Set Go 2.1, 3.0 & 4.0a Works
 Record Holder Plus Works
 Reflex 1.01 Works
 Red Ryder 7.0 Works, 10.3 Crashes
 Reflex Plus Works
 Sargon III 1.0 Works (Unprotected)
 Sentinel 1.0 Works
 Shadowgate 1.0B1 Works (Unprotected)
 Sidekick 1.10b & 2.0 Works
 Snap 1.0 Needs 128K ROMs
 Sorcerer Works with Finder 1.1g
 Spellbreaker Works with Finder 1.1g
 Spellwell 1.2d & 1.3a Works
 Squire Works with Finder 1.1g
 StatFast 1.1 Needs 128K ROMs
 Statview 512+ 1.0 Works
 Statworks 1.1 Works
 Stella 1.3 Works
 Stepping Out 1.0 Works
 Sub Battle Works, remove Macintosh
 Suitecase 1.0, 1.2 & 1.2.2 Crashes
 SuperGlue 1.02 Locks up
 Super Paint 1.0, 1.0p & 1.1 Works
 Surgeon 1.5 Crashes
 Tempo 1.2 Works
 Terrapin Logo Works
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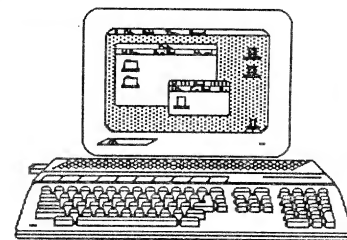
- Directly compatible with Mac's HFS. Spectre will boot compatible format 800K disks.

SPEED:

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- Screen redraw speed is 400% faster than the Magic Sac

- The screen is 30% larger, and the overall speed of the Spectre is 20% faster than the Mac Plus



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Out The Door Awards

(c) 1988 by Dave Small

As I write this, it's the Wednesday before the Glendale show, where we put on sale, for the first time, the Spectre 128.

Two hundred fourteen cartridges are on the table behind me, ready and working. The software is being hand-recopied for the fixes made last night (which cured a bug which, to be honest with you, I can't recall; I'm sort of dazed right now. Read on.)

I expect them to last possibly four hours at the show.

Last night, I got to bed at 4 AM; there was work to do on the software. The night before, I didn't get to bed before sunrise, so, I went and made Sandy (my wife) breakfast in bed.

Mornings are not a good time for me. Many are the mornings Sandy has brought me coffee in bed; I thought she deserved to have the favor returned.

This is as hard as I've worked since the Translator Disaster back in December; since I go upstairs to sleep (long commute, eh?), I'm probably going harder than with the Translator.

The 128K ROMs are *twice* as big as the 64K ROMs, and many were the nights I pored over them, trying to understand them. I got them done in two months; the original Magic Sac (12,000 lines of code that barely ran) took me three months. The current Spectre 128 files are 27,000 lines of code with 900,000 characters—each one a separate keystroke.

My body sort of withered away, as I worked on this program, except for my finger muscles. No one

dares shake hands with me now; I could probably straight-arm an anvil at this point. But I'm up to a snug-fitting size 36 in the pants... and I used to be a 32. Ack.

I do know, however, that the Spectre is the best program I've ever written. There has been some real heroism in the Spectre 128 that deserves credit given. Sandy, of course, tops the list. To her, I give the "Made It Happen" award.



Sandy's performed above and beyond the call. If you'll recall my article on Joel last year, and the many things he did to market the Magic Sac, well, that applies to Sandy—except she did everything in two months flat, starting from zero, and on a low budget. And, honestly, I like the packaging better.

If you got the Gadgets newsletter (and if not, CALL US!), and liked it, that's Sandy at work. I write the text, she does all the good stuff like layout, fonts, etc.

Now bear in mind that I met Sandy while in the Computer Science department at CSU; she got a far better GPA than I did, and has the same Bachelor's degree I have. When I've seen her programming, she's good -- I remember her doing character-based terrain maps for an aircraft game in 1982 on contract, and it was beyond me.

But, in 1983, she got bored with it all, retired from programming, and

started raising children, which is "never a dull moment." Back then, we did the L.E. Systems 8-bit disk drive and the Integrater OS board for the 8-bit, to make Axlon Ramdisks and Corvus hard drives compatible, and always had a partner helping us out with the marketing. One time it worked; one time it didn't.

Data Pacific, the most recent, didn't, and I'm pretty well convinced that partnerships are an excellent way to lose a friendship.

After I was convinced by the GENie people to do the Spectre 128, Sandy and I decided to go into business together, this time, with no one else—"have a board meeting around the breakfast table." It was scary, but, we had three or four products under our belts, and it was time.

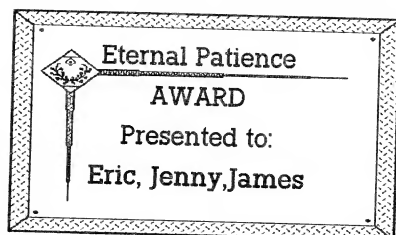
I, of course, had no idea what I was unleashing when I went into business with Sandy. The mental image I have is closest to the Tasmanian Devil (from the Bugs Bunny cartoons) sawing his way through things at warp speed.

Sandy set up a Hypercard database, starting from no knowledge of Hypercard, in two weeks flat. She did the artwork, the boxes, the manual printing, the order forms, the disk duplication, the advertising, got the parts, fixed up the basement to work in, did all the learning needed for all the above, and I've not mentioned probably fifty other things ... and she brings me coffee in the morning. It doesn't get better than that.

By the way, this is the first Atari show she'll have been to, where she'll get to see her work on sale for the first time. All those years we

wrote as David and Sandy Small—I'd write, she'd edit it into something sane, yet I was the only one that was ever "visible." So I made up 500 buttons saying, "I Met Sandy Small," to be given away at Glendale.

What can I say about Sandy, except that she's my best friend? My parents believe that Sandy is the one who reformed this 2.2 GPA college graduate into whatever it is I am now (longtime readers will recall I'm still "looking for myself"; remember the NF/NT column?). Me, I wouldn't rather have spent my last seven years with anyone else.



The kids, ages 6, 5, and 1/2, spent many hours parked in front of a VCR, or an Amiga with various games (well, look, it's a fine game machine!), and didn't interrupt Sandy and me many, many times.

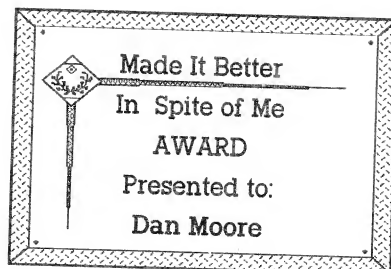
We've explained to them the need to make money, and how this works. They helped us put labels on the newsletters, to make money for themselves. Attention from parents is a prized commodity; they gave up a lot of it. So they do deserve an award; they gave away something of great value to them. (Of course, a little begging was sometimes called for...)

When you have kids, it's too easy to settle into a rut; we do it too. Get up, get dressed, eat, go to school, come home, go to bed.

I remember, though, when Jennifer told me, very sincerely, that if she had her choice of Dad-dies, she'd pick me ... things like that make it all worthwhile.

The code I'm writing now will probably be obsolete and forgotten in just five years, just as the stuff I did for Creative Computing, the In-

tegrator code, the LE Systems ROM, is all obsolete and sitting in boxes somewhere now. But kids are forever. That's the point so many people in the computer business miss.



Dan Moore stayed until midnight plus last night to get the final version out the door; considering that he has an hour commute in the morning, and has to be there office hours (thus he gets up *early*), this is heroism. Dan did an excellent set of utilities for the Spectre; you'll be seeing them at the Fairfax, Virginia show. They make the Spectre look professional far past what you'll believe.

Dan spent all of Labor Day weekend with me doing this, and many nights/weekends before that. Sure, I'm paying him for his work, but ordinary contractors don't work late nights and weekends; Dan's doing this because he's a *friend*. Working where he does, he doesn't need the money.

Dan's fun to work with. When I talk to him, I say about three words of a sentence, then he fills in the rest. (Sometimes he says it along with me). We work well together; that's why all the START magazine articles (Twister, Meg-a-min, etc.) have happened.

It's funny. Coming down the stretch on the Spectre, everyone was tired and irritable. I found myself getting irritated at minor things Dan was doing. They seemed like nit picking to me. (If you'll refer back to the NF/NT article, Dan is an NT—which may be why things work out; he codes 'em, I write 'em. But he does nit pick

some, which, when a deadline is looming, is frustrating for me.)

Then, a day later, I ran Dan's code, and saw the fifty neat things he'd added. My attitude changed, putting it mildly. It was I who was nit picking; he had added a LOT of good stuff, and I was only worried about one small part of it...

Dan and I...

It's two different approaches. I'm a hacker; I hack things through, with glue and parts hanging out and rough edges. But it gets done on time and sometimes I can do things that way that can't be done in the Top Down, Structured Approach taught in college. Perhaps that's why I got a 2.2 GPA in college (!), and made a crusade of detesting Pascal in a group of Pascal zealots; *sometimes you cannot top-down design a project, because you don't know until you get into it how you're going to do it.*

Dan, on the other hand, is a "C" programmer so good that AT&T hired him *without* a college degree; Dan didn't have the money to finish his last year of college. *AT&T Does Not Hire People Without a Degree. But they did for Dan.* Dan's the sort of person that writes programs that people put into books, just because they look beautiful. They also work.

I've always been told when writing to Show something, not Say something (e.g., show it happening, vs. just delivering a summary of it happening). Hence an example of Dan's vs. my coding is in order.

Hacker vs. "C" pro: When I did the first disk formatters, I'd format the disk, then "stamp" the basic directory information onto it. My approach: take what was on a Mac disk, about 3 sectors of directory data, copy it into the formatter program in hex, and after formatting, stamp it onto the disk. This worked just fine; the formatters were never a problem in Magic Sac 1-3.

Dan's approach is that he wants to understand *why* the directory information is the way it is. So

he sets up the Apple data structures, fills them out, and whatnot. Unfortunately, sometimes (I personally think, "always") the manuals don't tell you everything you need to know to do this.

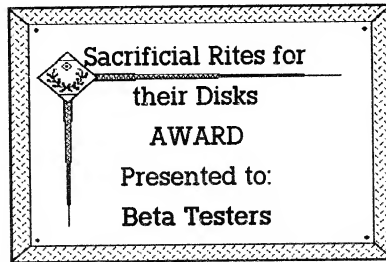
The disadvantage is this takes more time, and is more error prone; for instance, the bug that made Magic Sac HFS die on filenames bigger than 21 characters (caused a LOT of trouble) was an undocumented part of Apple's directory structure.

But, once you get it coded and working, this gives you great power. Dan brought up the 32 megabyte partition capability in about ten minutes.

The important thing to know is when to hack it through, and when to take the time to do it "right." Sometimes the "right" way would take *months* and it's not cost-effective. Sometimes "hacking it" will cost you far more in the long run. There's been both in this whole Mac emulator roller coaster.

The mix of these two approaches--the hacking a product through approach, the spirit that started the Magic Sac and Spectre, and the finished, polished coding approach Dan brings--makes us a very powerful programming team. I think companies need both.

You're going to *like* the "look and feel" of the Spectre drop-down menus. That's ALL Dan's work; all I did was to sometimes say "that looks good" when presented with the finished product. Credit where credit is due. I especially like the part where the GEM menus look up and tell you the names of the Spectre (not Magic!) hard disk partitions out there. That is NOT a trivial piece of code, given the weirdness in HFS.



Yep, these are the people who helped me test this thing. There's five of them. Mark Booth, Jeff Greenblatt (who also writes a column here; NOW you know how he knows the up to the minute news!), Bruce Rogovin, Norman Walker, and Doug Wheeler. All of them have had critical contributions to Spectre. Just to prove it, let me rattle off a few...

Doug Wheeler did Transverter. Enough said; dP's Mover never worked right. Doug's Transverter did.

Norman Walker was the first person to test the ZeroStore handler (remember when things stopped crashing, in Magic Sac 4.32? He pointed the way.)

Bruce Rogovin is the person who got me started on the 128's, and who found the four-bugs-in-one high speed floppy driver bugs.

By the way, if you'd like to know who really got the ball rolling with me, it was Bruce. He called many a time, way back in June, telling me there was interest in the 128's, and that ROMs were available. That finally prompted me to leave notes on GENie asking about interest (150 people answered), and Darlah and Sandy, and Holly Stowe held an online conference, which pretty well convinced me.

Jeff Greenblatt built up the CN library; it's the best Magic Sac / Spectre format library anywhere, and has tested hundreds of programs with Norm's help; together, they put together a far better compatibility list than Data Pacific ever did.

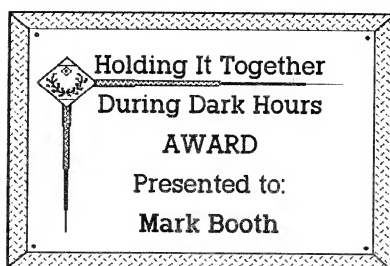
Mark Booth--just read on.

Some people think Beta testing is a cushy job. Free cartridge, just play with it and have fun. They don't know about Dave's 21-character filename bug that *kills* an entire HFS partition, and waits until a filename that long shows up to happen. Losing 20 megabytes does not help one's disposition.

They don't know about Dave's Floppy Bug that made any floppy copy fail in mysterious and awful ways, corrupting the destination-floppy and anything on it. I found four separate, subtle, ghastly bugs in it and finally killed it dead in Spectre 1.4. (If I use gruesome metaphors, it's because of the hours of frustration this put us all through; by the time I found it, I was ready to strangle, etc.)

Many don't know of the many "crash pages" typed in, character by character; they don't know of the cost of diskettes to send me failing programs, so I can see what on earth is wrong. I owe probably 20 diskettes to each Beta tester. They don't even get the satisfaction of fixing the bug; all they can do is crash, report it, and hope I can fix it.

The Betafolk do this all in their free time, after working all day doing something else. I don't really understand why the Beta testers do it, in fact. It's a kind of sacrificial rite for their programs and data to try out a new revision of the software. They are the ones out there pushing the envelope for the first time on each program, finding out if it works; if the program is on that compatibility list, and thus you know you can run it safely, it's because of them. You know, maybe that answers my questions. Maybe they enjoy pushing the envelope just as much as I do.



Mark's the GENie Sysop who kept the RoundTable going, pushed the envelope on Mac software far more than I do (he honestly knows more about running Magic Sac than I do!), and encouraged me a lot during hard times.

Being a Sysop is a completely thankless task. You have to move notes when some knucklehead (let's say, Dave Small) wanders off-subject in a given topic; you must download and check all uploads, which is mighty boring even at 2400 baud, given some of the trash that's uploaded; you must answer questions from users; on and on. You get all sorts of FUN junk mail, too.

Mark is that rare individual who has somehow kept his enthusiasm after discovering what life's all about. Lots of people don't do this. Mark does. He's genuinely excited about Mac emulation, and lets people know at every opportunity—for instance, over in the Mac RoundTable, he took pains to set them straight about Magic Sac when someone made disparaging comments. Mark more or less shredded the Mac loyalists, the ones with more loyalty than facts.

Mark helped out at the Data Pacific booth at the Bay Area show, and I never saw anyone with as much drive. Believe me, he outlasted all the Data Pacific employees, including me—and he wasn't getting paid to do it.

Back when I left dP, I spent a lot of time feeling pretty down; it was much like a divorce. I lost my second-best friend there. You just have to spend the time thinking about what's gone; it can't be avoided. I didn't much feel like

downloading and clearing files in the GENie RT; Mark kept it up, day after day. The dP RT lasted clear through September, when dP went whacko, and it shut down.

If you're curious, he does this for pay that averages about \$100 a month, which only goes to prove that none of us are doing this for money.

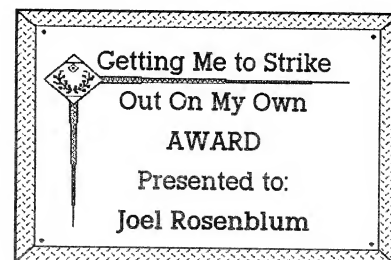
When Mark heard about the Spectre, he helped every way possible. I waffled on whether or not to do it (being charitable towards myself) for some time, and he encouraged me a lot. He set up categories to help talk about it. When I went to San Diego on vacation, he arranged for me to talk with the local user group, which helped convince me there was interest. When I hand-made the first Spectre 128 units, he got one, and spent many, many hours testing it, finding obscure little bugs that never would have gotten found otherwise—until some customer found them, and called me to complain...

And, when dP did crazy things on GENie in September '88, and I couldn't take part in the dP area there anymore, Mark instantly quit as dP Sysop. That meant giving up, among other things, free access to GENie at 2400 baud; no small thing to someone who lives and breathes that network.

He also told GENie that if the Spectre 128 wasn't on GENie, no one would bother with the dP area anymore ... which had been a big moneymaker in August over Spectre 128 speculation. (Truth!) This helped encourage GENie management to set up a new Gadgets by Small RoundTable, which is up and running now, and will go public in two weeks. Thanks, Mark; I don't think GENie would have gone for it without someone beside me telling them so.

When we head for Glendale, the only non-Gadgets, Inc. employee in our area will be Mark.

And he'll probably outsell Sandy and me combined.



I left dP full time in January 1988 and completely in March 1988, after getting the rights to my code in writing. Subsequent events at dP proved this was a good idea; verbal promises proved to be, in the old phrase, "as binding as the paper they're written on."

I'd pretty much burned myself—and several other people—out on the Translator Disaster, which I documented here awhile back. Happening along with this was the slow realization that dP was sinking. While all sorts of bad things were happening, the worst was that I felt dP didn't care about customers anymore—and the only thing that ever sold the Magic Sac to begin with was word of mouth advertising, not the brown paper baggie. The constant online support had done the trick.

You'll recall we originally set dP up where I would take the risk and make the effort of trying to make it happen if Joel would underwrite it, and we'd split the profit (if any) after costs. Remember, back in 1985, no one knew it was even possible to run Mac software on the ST, and it made news when dP did it. So we wrote up a little agreement covering that.

Of course, we went on to do the Magic Sac and the Translator.

We had the Translator disaster in 1987. Joel left in December 1987, in the middle of that, for a vacation; I cancelled mine to get Translators out the door. In the meantime, he asked us to handle the bills. Well, no problem, I thought.

Sandy came in, and started digging through bills; she came to my office an hour later in tears, holding a bill.

There was a *twenty thousand dollar* bill from dP's accountants for services rendered. Mind you, this was a five person company—Joel, Dave, Dan, Barb, Susan. There was about \$500 in the bank at the time. Sandy was essentially holding ten thousand dollars of mine.

We found the parts-buying process was hopelessly fouled up; we had 2,000 of one part, and none of another part, and a run of 500 Translators to build.

With a great deal of work, we straightened everything out; Joel came back from vacation. Confrontation time.

Remember, we'd planned to split profits after expenses. Well, I found that what was happening were expenses were so high that there was no "profit" to split after expenses; of course, the "expenses" were for things that belonged to dP—Joel's company. An IBM AT, bought at full list price(!). A LaserWriter. Various hard disks. Horrifically expensive accounting packages; trips to L.A. to train to use them. It was all out of control when January had come around.

I realized then that I had no rights to anything, and a partner that felt all of dP's income was "his," as opposed to "ours," to spend as he wished. I tried to straighten things up, and give him a chance to come clean. In January, when he came back, I asked for 50% of the stock, plus a management role. (This had been promised to me any number of times, but put off for various reasons). At this time, money was rolling in from the Translator orders.

After I asked him for half of the company I'd helped build (remember that before I showed up, dP was just a shadow company), Joel looked at me as though I was an

idiot, which I had been, told me that unless I invested in Data Pacific "as much as he had", I couldn't have any stock, and he controlled the company, period. End of conversation, thank you, goodbye, I have a lunch meeting.

I kept an "easy erase" white sketch-bulletin board in my office at dP, and wrote down tasks I needed to do; I find it helps me feel I'm getting something done to cross tasks out when they are done. I came in one morning and found all my stuff erased, and a neat list of tasks I was supposed to do.

Right. This is the 2.2 GPA Dave Small, you'll recall; the "go ahead, sue me, Apple" Dave Small. Right. Dave Small had just been downgraded from "semi-partner" to "employee"; the implication was clear.

Yes, I could have just blown up and walked out. I sure thought about it. The stress on me, and the anger, was just unreal. But if I walked out...

I had *nothing* at that point. Oh, I had an agreement I could possibly have sued over, but that takes years, and I have better things to do than income transfers to attorneys.

All my equipment was down at dP. All my Mac software was there too. I'd seen Joel change the locks when he'd fired another "employee," and I knew what would happen; it's entirely possible he was trying to get me to quit. Then I'd be in deep trouble; I don't know within five thousand dollars how much equipment and software was at dP's offices.

Still, Joel was worried about that agreement he'd signed (to split profits). He'd have a darned hard time justifying some of the equipment buys and "expenses" in court, and we both knew it.

So, when I offered to sign the whole of dP over to him, lock, stock, and barrel, in exchange for

written rights to the Magic Sac source code I'd done, and specific rights to any 128K or Amiga version, you could just see the ol' saliva glands working. Back then, the 128K and Amiga versions were just dreams. I wrote the contract up, had an attorney bullet-proof it, and he signed so fast the pen left scorch marks on the paper. Joel had dP, Translator profits and all.

I went on permanent "vacation" in March, at least according to dP. They told anyone who called I was "on vacation." They kept this up until August.

I remember well the lecture I got from Comdex on what a stupid move this contract was, giving up the company. "You're treating this in a very adolescent fashion," an anonymous (small-time) magazine writer told me. I wondered myself. The 128's were just a dream, the Amiga version was just a dream. But I have faith in dreams. I'd also learned a great lesson from Wayne Smith, the hardware designer I did a disk copier with. When the company he'd worked for didn't pay him royalties, he let it be, just let it go. The lesson was: The stress and strain are not worth the money.

Many were the nights I couldn't sleep, which led to me dialing into bulletin boards, which led to three Current Notes articles. But I digress.

So, I grit my teeth and hung in there until March. I started taking my equipment home in January, over time, and kept my feelings to myself.

Dan and Barb both quit. The stress on them both was very hard, for all of us; we used to all sit in the office after the day was done, having a beer, and deciding life was too short for this nonsense.

In early August, the Spectre started to fly, and fly well—it ran Hypercard, for instance. Joel still hadn't gotten MagicSac version 6.1 out the door (he'd had it since June).

I asked Joel several times for

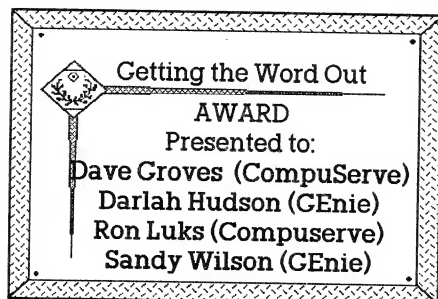
the dP mailing list, which he'd promised to me any number of times. (After all, the products I'd written were the reason that mailing list even existed).

So, in early August, he and I and Sandy reached an agreement; I'd delay my newsletter until September 1, and he would give me the Data Pacific mailing list on disk. I think Joel was worried that if I sent out my Spectre newsletter, he wouldn't sell any 6.1 updates. I still don't think so; lots of people are not going to upgrade to Spectre if they don't need 128K ROM support.

After several excuses ("Can't do it today." "Equipment is down." "It's not up to date.") we finally insisted in mid-August; we wanted to get the mailing list entered into the computer, and it would take time to make a September 1 mailing. We walked into dP, and forced a meeting. At that point, having delayed us, he refused to give us the list; he broke his promise.

I shouldn't have been surprised. Joel figured he had the only pipeline to the users; no matter what he says, they'll not learn anything different. Since I didn't have the mailing list, I couldn't get in touch. He'd bury the Spectre 128, or force me to sell it through Data Pacific (over my dead body).

He'd forgotten something: the online networks.



So, on to the online networks I went, and spread the word that if you'd like our newsletter, please send me some mail with your

address.

And did I ever get mail! I averaged 30-50 mails *per day*. The very good people on Compuserve and GEnie "bannered" our notice, so someone casually flipping through the ST areas wouldn't miss it. They deserve some sort of medal for helping me get the word out about the Spectre 128.

So, the newsletter was written and the manual was written and oh, yes, the software was written. And by the time you read this, Glendale will be history.

Conclusion

It's strange. Almost two years to the day, a new Mac emulator goes on sale at an Atari show; same quantity of emulators, and I suspect, the same sellout.

When we were looking for a name for the product, Sandy and I discussed the theme of the "Mac Emulator Rising From the Dead." When I left dP, the word got out (in spite of dP); many, many people said the Magic Sac was dead.

So, Sandy and I looked through the dictionary, on words of that theme, and Spectre struck us both as a good name. And that's really where it came from.

Well, that's the story, the straight one. I can see, reading this manuscript over, that I've still not told a few things, but hey, what would I put in the next column if I did that?

I'll leave you with a thought. Remember the Magic Sac hidden dedication page, and the (almost never found) hidden hidden dedication page?

Turn the volume of your speaker up when you go hunting for the Spectre 128's hidden dedication page. You're in for a good time.

Dan Moore and I have been programming again.

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- 336 AIM 2.3 - Digital Image Processor - let's you do amazing things with pictures! (MEG).
- 337 Cyberscape Animation - The BEST ST graphics and sound demo (DBL/MEG/COLOR).
- 359 Music Studio #6 - Many songs plus several PD song player programs.
- 362 Amazing digitized song! (MEG/DBL).
- P01 Valuable hints, tips, and programs for PC Ditto (ST format disk).
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WATERS / CN PROFILE

A Look at What and Who Makes Current Notes "Run"

by Christopher Anderson

Joe Water's neighborhood has certainly come upon hard times. "There are some houses here," admits the 43-year-old publisher of Current Notes, "that only have one laser printer."

Waters can be forgiven if he's lost some touch with reality. Publishing can do that to you. But when your media empire consists of one very crowded room filled (nearly to the point of excluding the publisher himself) with the tools of the trade, and when you spend nearly every free moment in that room putting out this, this 76-page monster...well, that's when you start to forget how normal people live.

The Office

"This was going to be our Florida room," sighs Joyce Waters, Joe's wife of 20 years, as she looks wistfully around the CN headquarters. "All these windows, we were going to have plants in front of them. Do you see any plants?" she asks, sweeping her hand over the stacks of disks, computers and printers that completely fill the wayward addition.

The room is obviously no place for an aesthete. But as the home of the magazine now resting in your hands, it's something of a Mecca for CN's 4,800 nation-wide readers. It is here that CN takes shape late at night, transformed from electronic noise on a phone line into ink (sorry, toner) and paper.

The Beginning

Only seven years ago (just yesterday, it seems, but a period which encompasses almost the entire history of the personal computer) the magazine began among a handful of Atari enthusiasts in Northern Virginia. Paul Chapin, who happened to work at the National Science Foundation in Washington where another small user group was starting, became the newsletter editor, later combining the titles of the AC/DC *Currents* and the NOVATARI *Notes* columns to name the newsletter. Circulation totaled around 50.

Two years later, Steffan Sandberg, a high school senior, took over the editorship, unfolding CN from the greeting card-sized 8.5 x 5.5 inches to a full 8.5 x 11. To take advantage of second class postal rates, he also increased it to 24 pages. Like protozoa out of the primordial ooze, familiar columns began to emerge. Bob Kelly's Atari Scuttlebits report first appeared, overshadowed by gossip and rumour from the Secret Sunnyvale Correspondent, an Atari deep throat. Circulation had grown to nearly 300.

In 1984, Waters, then a new NOVATARI member, agreed to take over when Sandberg left to go to college. Waters had joined the user group less than a year earlier, soon graduating to program chairman. He published the first issues with *AtariWriter* on his Atari 400 and

Panasonic printer.

Waters was not completely unprepared for putting out a newsletter. As he recalls it, he first published a journal in eighth grade. He started a newsletter for his dorm at the University of Illinois while studying economics. And at Cornell University, where he received his Ph.D., he published *The Big Red Economist* (no relation to Karl Marx), a newsletter for economics graduate students. Later, as an analyst for a Large and Secret Federal Agency in Langley, Virginia (I assured him I wouldn't blow his cover), he recently launched yet another journal.

Columns & Things

But as the CN editor, he started cautiously. Fearing the workload, Waters initially cut back production to ten slim issues a year. But as the Atari community grew, so did CN. By 1986 it was already appreciably thicker, nearly 50 pages long. More familiar columns appeared, including ST Update by the newly recruited ST Editor, Frank Sommers, and Jim Stevenson's Tips 'N' Traps.

Problems

But with CN's ambitious growth came an embarrassing problem. The technical demands of importing, editing, spell-checking, and printing double-column pages required a great deal of time with

Water's 8-bit Atari and Atariwriter. After just two issues, however, he gained access to an (ouch!) IBM-AT-compatible COMPAQ, *Micro-soft Word* (and *dBASE III*). This combination allowed Waters to edit in 80 columns and print two columns in one pass, and do it relatively quickly.

The 1985 release of the ST, however, brought hope to CN's headquarters. Would this powerful new entry once again put Atari horsepower behind these pages? The machine seemed capable enough, but what was still missing was a word processor that could do double columns and send control codes to a printer. New Atari owners may not remember those early days of TOS-on-disk, but Waters will not soon forget the frustrating hours spent with the ST's buggy (and best unmentioned) early word processors trying to put Atari blood back into CN's veins.

A Workable Solution

Not until mid-1986 did a workable Atari solution emerge. Ironically, it was not based on the ST's flashy new GEM-based software, but on that trusty 8-bit holdover, *ST-Writer*. For much of the previous year, Dr. Bruce Noonan, who masterminded the program's successful port to the ST, had worked feverishly to respond to the pleas of Waters and others for a bug-free release. By mid-summer Noonan had finally beaten the word processor into submission. The July 1986 issue marked the first since the 8-bit days that CN was again produced entirely on an Atari.

Meanwhile, the rest of the CN enterprise was also growing at a alarming rate. The CN public-domain disk library had increased from about 50 titles in mid-1986 to 100 by the end of that year and 200 by the end of 1987 (it's approaching 300 now) and Waters was

forced to recruit his four children to help fill the incoming orders. By the middle of 1988, 135 stores nationwide carried CN. The paperwork and accounting side of the business now consumes 60 hours a month of Joyce's time. The production of the magazine itself often finds Waters working until 2:00 a.m.

At the beginning of 1987, CN incorporated as a separate entity, apart from the user groups that founded it. WAACE clubs, however, continues to use CN as their newsletter.

....the editing team
is much of the
reason for the
new found professional sheen".....

Despite his success with CN, Waters has little ambition to create a publishing empire. Immediate plans include hiring a full time employee (read: Joyce) and expanding the circulation, hopefully someday matching the 30,000 readers of chief competitor *St Informer*. He continues to work at the aforementioned unmentionable agency, where he is the deputy head of an Information Systems Branch. (XE Editor Len Pogialli is an English teacher in Syracuse, NY and ST Editor Sommers retired "overtly", after many years as a covert Soviet operations officer at the same agency.)

For readers, however, the most profound change has been CN's dramatic makeover earlier this year. One obvious improvement has been the move to desktop publishing in May using *Publisher ST* and the new Atari SLM804 laser printer.

But even more important (and not only for grammar connoisseurs) has been the creation of an editing team. Lest newcomers to DTP be misled, Timeworks' *Publisher ST* does not automatically copy edit. The editing process (currently several hours of effort by Joyce, a chemistry Ph.D., and the Waters' 17-year-old daughter, Heidi) is much of the reason for CN's newfound professional sheen.

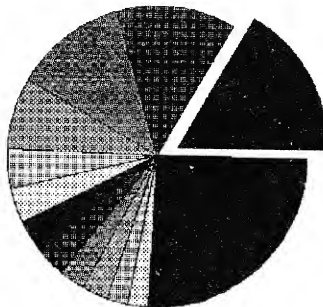
The pay-off for the additional work is substantial. "If writers know they're going to appear in a quality publication, they're going to work harder in preparing their pieces," says Waters. But the responsibility of maintaining that quality is formidable. "Once you go to DTP, you can't ever go back," he ruefully admits.

The over 70 unpaid writers and editors who contribute to CN remain unchanged—a disparate group that shares only an unwavering enthusiasm for a machine and a belief that contributing their time and expertise will encourage others to share that enthusiasm.

As for Waters, no such easy explanation is forthcoming for his efforts. "I believe in communications. I think we're really helping people," he says. But it is impossible not to notice how much fun he's having at the same time. "*Current Notes* is a game," he admits. "I don't play many other games anymore."

Current Notes Distribution

September, 1988



16.7%	Virginia
12.9%	California
12.2%	Maryland
7.6%	New York
4.3%	Illinois
3.8%	Texas
3.5%	Ohio
3.2%	Florida
2.9%	Penn.
2.7%	Mass.
2.3%	Washington
2.2%	FOREIGN
25.7%	39 States

ST MAGAZINES

A Look at Some of the ST Magazines Available in the U.S.

by Pamela Rice Hahn

Current Notes

Since you are reading this, I certainly don't have to tell you about Current Notes. Growing from a user group newsletter, CN has become one of the favorites of Atari fans around the country. Each issue, like this one, is filled with interesting and informative Atari news, stories, and product reviews. But you already know about CN. Let's take a look at the other Atari magazines available in the US.



After Current Notes, of course, I consider START to be a **BEST BUY!** Originally published four times a year, START then increased to eight issues (\$39.95/8 issues w/disk) by adding four special issues a year--the first special issue was devoted to MIDI, another was devoted to desktop publishing. An announcement in their most recent special issue--4/ST Games & Entertainment--advised that beginning with the October 1988 issue, START will become a monthly publication. (That makes the subscriber cost \$6.67 for each issue and disk, a much better value than the newsstand price but a disappointment after the previous bargain of less than \$5.00 per

disk/issue. That price increase is somewhat offset by the offer of a free mouse mat to those who subscribe. START also provides a toll free number for credit card subscribers: 1-800-234-7001.)

One of the highlights of this magazine is the occasionally included twisted antics of David Small. (Sorry, I couldn't resist the pun.) Known to CN readers for his Current Notes column, for those of you who have been under a rock or comatose the last year or so, Dave is also the creator of the Magic Sac Macintosh emulator. The Summer '88 issue of START contained Dave and Dan Moore's updated version of *Twister*, a program that adds a 10th sector to each track and doubles the disk rate. The original version of *Twister* did not get along with the new "Blitter" ROM's Atari installed on the Mega's, thus the update.

START has also contained some interesting articles on how professionals are using their ST's: the Pointer Sisters' and Mick Fleetwood's use of MIDI applications, Richard and Gladys Hansen of the San Francisco Academy of Sciences use to uncover earthquake information, an attorney who chose an ST for use in his office (rather than a PC-clone), etc.

START has come a long way since the Premiere Issue. They have managed to establish their focus, maintaining a balance between informing, entertaining, and teaching.



In the not too distant past, this magazine ran into a little trouble and missed several issues. However, ST LOG and A.N.A.L.O.G. COMPUTING now appear to be running smoothly once more, providing reliable Atari information, thanks to some help from their new owners.

ST LOG still publishes most of the program listings accompanying the magazine articles, rather than just providing the programs and source code on disk. For those with the time and inclination, typing in these listings can be a valuable part of becoming familiar with and learning a new language.

ST LOG also has a healthy mix of reviews, games, tutorials, utilities, and general information. Columns are written by Ian Chadwick (Ian's Quest), Andy Eddy (Database Delphi), Art Leyenberger (ST User), Maurice Molyneau (Step 1), Clayton Walnum (C-Manship), and Douglas Weir (Assembly Line). The 100 page October Issue featured ST Games and had reviews of the 1988 Consumer Electronic Show as well as quite a few ST games, and articles on the future of gaming. Other features included articles on software engineering, the ins and outs of writing a spreadsheet program, and a look at various hard disk drives.

I have a disk subscription to this magazine and am grateful for the information gleaned from its pages (and disks). I certainly am delighted that it is once again regularly appearing in my mailbox.

ST WORLD

I often marvel at how this publication can get the news out so quickly, because this is where I almost always find out about new products. Since I no longer edit a user group newsletter, I do not receive the advance product announcements and press releases that editors are privy to and so I now depend on ST WORLD to keep me abreast of new product announcements. Of course, if I have any doubts about a product, I will wait until someone else in my user group has tried it or at least wait until CURRENT NOTES or some other publication prints a review before I take the plunge.

Using a newspaper format similar to ST INFORMER--(see dimensions listed below), ST WORLD averages 32 pages an issue. They also print on a little better stock and use a somewhat fancier presentation of their material than that found in ST INFORMER. The August '88 issue carried articles on 1040's at the U. of Miami School of Music, new MIDI products shown at the NAMM Show, and the settlement of the Atari/Micron Technology Dram law suit. Product reviews included ICD's FaST Drives, the Epson FX-850, SSG Switch, the Universal Military Simulator, Uninvited (by ICOM Simulations), CRICIT (Cash Register and Inventory Control), Speed Buggy, Rainbird's Jinxter, and N-Vision. Bill Skurski provided a column of ST Hints & Tips and Tom Tjarnberg a Magic Sac Update column. (They also occasionally feature reviews by Milt Creighton of CURRENT NOTES fame!)

ST Informer

Joe Waters has indicated that this is one of his favorites and a good competitor to CURRENT NOTES. I also like this paper and am a regular subscriber. The May 1988 issue was 32 (11" x 17") pages long; the July '88 issue had 28 pages, and the August '88 and September '88 issues 24 pages each.

ST INFORMER provides well written reviews and comments and gives timely coverage on the latest Atari developments. The September issue carried articles on the ST Accelerator, Spectre 128, G+Plus (GDOS replacement), Templicity spreadsheet templates, background file transfer with the 'Shadow', the GFA 3.0 Basic Interpreter, Laser C from Megamax, Hybrid Arts EZ-Score +, and two games: Rockford and Scrabble. Those Oregon people really know how to put out an ST publication!



"The Official Atari Journal," is descended from the quarterly ATARI CONNECTION published by Atari Inc. When Jack Tramiel purchased Atari, Neil Harris launched the ATARI EXPLORER in February 1985 with a publication schedule of 6 issues per year. The current version, now edited by David H. Ahl of CREATIVE COMPUTING fame, is still published bi-monthly.

ATARI EXPLORER covers both the 8-bit as well as the ST line of Atari computers. The September/October issue was 80 pages long and featured an article on computer viruses and an interview with Mike Breggar, author of Prime

Time. Product reviews included Supercharged Easy-Draw, The Newsroom, Atari XF551 Disk Drive, Seymour-Radix IMG Scan, ICD FaST Hard Disk, XE Game Cartridges, and Sales-Pro Plus. This magazine is also a good source for new product news for both the XL/XE and ST/Mega line and includes a regular column for those struggling with the C-language.

ST REPORT

While I don't always agree with the editorial comment of this weekly online report, I do commend this crew for putting together an impressive collection of ST news, reviews, rumors, and comments. Best of all is the price: FREE. (Okay, if you're not patient enough to pick up your copy at your local user group meeting, you will have to pay phone and connect charges to download it.) ST REPORT is a text file uploaded to many major bulletin boards and information services.

The July 4th edition lists the official ST REPORT bulletin boards as: ST REPORT NORTH: 201-968-8148; ST REPORT SOUTH: 904-786-4176; ST REPORT CENTRAL: 216-784-0574.

ST Applications

THE ATARI ST JOURNAL

Somewhat more technically oriented than the others mentioned, ST APPLICATIONS has monthly columns on GFA BASIC, PROLOG, PASCAL, C, and MODULA-2. The March/August 1988 issues included a special ST BUSINESS insert. The reviews in ST APPLICATIONS, while fewer in number than in other publications, are comprehensive. Original programs are also an important part of each month's 70-plus page offerings.

Back issues are available at \$3.00 an issue or \$8.00 an issue w/disk. (A back issue is one four months past the publication date, i.e. the May 1988 issue is available at the special rate in September.)

ST X-PRESS

The ST Informer

This is another magazine that has experienced a few delays lately, but editor Rich Decowski advises that the September 1988 issue is already at the printers and will be shipping about the time you're reading this. (This magazine is also carried by Waldenbooks, should you want to take a look before your subscribe.)

ST X-PRESS has oftentimes suffered the growing pains of a new publication, evidently with not enough proofreaders on staff—having been the only magazine I know of with the editor's name misspelled several times on the contents page. I quickly forgive a few early mistakes; I know how easy it is to make them.

ST X-PRESS also runs a larger number of product reviews than most other publications. What I have read have been, for the most part, well written. They pack a lot of information in their 70-plus pages. The magazine also features monthly columns on PC DITTO, PASCAL, the best of what's available in public domain, an international report, and GFA BASIC.

The monthly magazine disk, called a DISKMATE, contains the program listings from the language tutorials, an occasional featured PD program, and a month's worth of ST REPORT WEEKLY ONLINE MAGAZINE mentioned earlier in this article.

In speaking with Mr. Decowski on August 9, 1988, he pointed out that the annual subscription rate has recently been reduced from its original \$35.00 to the \$28.00 men-

tioned above. The magazine is also running a special on back issues—\$25.00/10 issues and \$55.00/10 issues w/disk.



I picked up my first issue of RESET at the Fairfax, Virginia, Atarifest last October—the Premiere issue, Vol. 1, No. 1 dated Summer '87. I also subscribed. Since that time I have only received two other issues: Vol. 1, No. 2, Feb/March '88 and Vol. 1, No. 3, May/June '88.

This magazine is still going through its birthing stage. However, what I've seen so far has been okay. (Considering the abundance of ST magazines, I can't help but wonder whether the market will continue to support them all. Missed publication dates often signal trouble ahead, so while I haven't heard any rumors to the effect, I can't help but wonder whether this magazine's future is secure.)

RESET seems to be devoting about half its pages to columns and reviews and the other half to tutorials. Those tutorials are what really make the magazine shine. PUBLISHING PARTNER was featured in the first issue, PC DITTO in the second. The third issue, dated May/June 1988, featured an 11-page article on spreadsheets, information on baseball games for the ST, and a review of Dungeon Master. (The July/August 1988 issue, which as of August 9, 1988 I have yet to receive, is to feature telecommunications.) Other instructional articles have included a tutorial on drawing space graphics using DEGAS ELITE, adding a 5 1/4" drive to your ST, and how to make a null modem cable.

The following magazines give occasional coverage of the ST:

COMPUTE!

COMPUTE! has changed its focus and has become what PERSONAL COMPUTING could have been if it did not have such a blind spot to all things not IBM. They are now somewhat the PEOPLE MAGAZINE of computer publications, if you will, for those of you who want to keep abreast of the overall world of computers but prefer the non-techie approach. In other words, the magazine is one that can be understood by the novice user as well as of interest to the seasoned veteran. While I (alas) did subscribe to COMPUTE! ST (which has stopped publication), I had dropped my subscription to COMPUTE! over a year ago because there just was not enough ST coverage to justify my continuing it. I have now again added COMPUTE! to the stacks of others that monthly stuff my mailbox, overflow from my shelves, ...

COMPUTE! has made quite a few changes to their format. Reading the May 1988 issue was like reading a premier issue. (For the record, this magazine has been around a long time; that issue was actually Issue 96.) Probably the most significant change in COMPUTE!'s editorial direction is the fact that they no longer feature type-in programs. Therefore, they no longer offer the quarterly machine-specific disks they did in the past. As far as the amount of Atari coverage in this issue's 94-pages, I found the ST mentioned on 24 pages, the Atari 8-bits were mentioned on 16 pages, and the Atari XE game system was mentioned once in an article on last Christmas' game machine sales. I do not want, however, to give the impression that COMPUTE! will provide you with extensive Atari coverage. Apple, Commodore, and IBM information still appears to still

receive more attention. Watch your Publisher's Clearinghouse brochures for occasional deeper discounted offers on this magazine.

BYTE

Well, I guess I had to draw the line somewhere. I no longer subscribe to BYTE, settling instead to sit in the public library periodicals reading room once a month to spend some time with my buddy, Dr. Pournelle.

Those of you who have not had the chance to read Jerry Pournelle's *COMPUTING AT CHAOS MANOR*, do so at your earliest convenience. While most of his column is devoted to the trials and tribulations of setting up his newest IBM or clone, he is an ST fan, so when he does mention our favorite computer within his pages, it's usually in favorable terms. As a matter of fact, the things he says about the ST are so nice I find myself forgiving him for the envy he generates when he goes on and on about the newest gadget-program-peripheral someone just sent him. (Case in point: In discussing the APX-3200 WORM from Maximum Storage, he says, "The WORM is a wonderful backup system. Removable WORM cartridges cost about \$100 and hold 300 megabytes..." Those of us who would have to dip into our own pockets for that little archiving advantage would have reach to a depth of \$2,675.)

Atari is also occasionally mentioned elsewhere. For example, the June 1988 issue had an overview of the Abaq, (the computer Atari is designing around the INMOS Transputer chip), written by Dick Pountain. Unfortunately, in the July issue they followed up by quoting

Neil Harris out of context. (Having heard a talk given by Harris at the 1987 Atari Magic Show in Detroit last fall, Neil's vision of a computer powerful enough for the home takes on a much different meaning when presented in the manner he originally intended.)

HOME OFFICE COMPUTING

It is with some reservation that I list this magazine among those providing occasional ST coverage. Formerly *FAMILY COMPUTING*, later changed to *FAMILY AND HOME OFFICE COMPUTING*, with the September 1988 issue this magazine officially becomes simply *HOME OFFICE COMPUTING*.

In the past, Matthew Stern wrote a brief Atari column for the "Machine Specifics" section of the magazine, but his column was terminated in the August issue because of "...the magazine's new title...and it's increased focus on home-office and business topics." If it's any consolation, the Commodore column is being discontinued as well; however, those users at least received the reassuring note at the end of their termination notice that said "Commodore users will still be able to find entertainment and educational software reviews in the Family Computing section, which begins next month."

I subscribe to this magazine. Time will tell whether or not I will continue to subscribe. The articles in this publication are informative, but light. Don't expect detailed insights into the topics covered. Also, do yourself a favor if you do decide to subscribe. Don't complete one of those menacing cards stuck inside the magazine. Publisher's Clearinghouse will save you \$5 or \$6.

COMPUTER SHOPPER

At a recent user group meeting, a member said the nicest thing that can be said about this magazine is that its the best price per pound. That's hardly an exaggeration; the August 1988 issue has 536 10" x 13" pages. I can usually tell by the mood my husband is in whether or not he's recently been trying to find where one ST article picks up further into the magazine, since an article usually does NOT always continue on the page the magazine says it will. (Carl recently complained it reminds him of those newspapers he and his friends would print up in second grade, attempting to squeeze the balance of one item in and among others [in those days, literally] printed elsewhere in the paper. Since no one printed in the same size print, it made for an interesting format.) The multitudes of ads are the featured items in *COMPUTER SHOPPER*; the articles are sandwiched between.

In fairness, *COMPUTER SHOPPER* has increased its ST coverage lately. The July 1988 issue's cover story was on the Mega ST Desktop Publishing Package.

There are all kinds of fine print, for those of you who enjoy that sort of thing—pages of classified ads, bulletin board and user group listings, etc.

ANALOG
COMPUTING

Antic
the ATARI resource

While these magazines are the best available for the 8-bit Atari, due to their now publishing sister

ST-exclusive magazines, (see ST LOG and START above), the amount of coverage of the ST is very limited. Nonetheless, A.N.A.L.O.G. Computing and ANTIC deserve mention for their years of Atari support, and owners of the XL/XE Atari computers will do well to give these two a close look.

In closing, this column represents a milestone of sorts. It's the first one for Current Notes. I have not written at my ST. Not that I would not prefer it that way, but Atari doesn't make anything portable/transportable enough to suit my needs, so thanks to a loan from my husband (at usury rates, I might add), I've written this column using my new Zenith Z-181 laptop. Since my ST will read and write to an IBM-formatted disk, it's easy to transport my works-in-progress back and forth between the two machines.

Not that this convenience has been without a price. I could have purchased two 1040's for what my Zenith cost me--countless 1040's if I'm unable to negotiate a better APR. (I also could have acquired a less expensive laptop, but after shopping around and comparing the difference, the screen on the Z-181/183 beats anything else out there. Since I spend most of my time staring at words on the screen, that was an equally important consideration.) So far, the investment seems worth it. I've really been able to increase my output.

Magazines for the ST Owner

- ☞ **CURRENT NOTES**, 122 N. Johnson Rd, Sterling, VA 22170 703-450-4761. \$3.50/issue; \$24/10 issues; \$42/20 issues. Registered User Groups: \$20/10 issues; \$38/20 issues.
- ☞ **START**, P.O. Box 2370, San Francisco, CA 94126-9918, 1-800-234-7001 6am-6pm PST, Mon-Fri. \$4.00/issue, \$14.95/issue w/disk, \$79.95/12 issues--Includes Disk. Published by: ANTIC Publishing, Inc., 544 Second Street, San Francisco, CA 94107
- ☞ **ST LOG**, Subscriptions Department, P.O. Box 16928, N. Hollywood, CA 91615-9960. \$28.00/12 issues, \$79.00/12 issues w/disk--expires Oct. 26, 1988, \$105.00/12 issues w/disk--thereafter, \$3.50/issue, \$12.95/issue w/disk.
- ☞ **ST WORLD**, 1385 Cleveland Loop Drive, Roseburg, OR 97470-9622, \$18.00/12 issues, (Will exchange with user group newsletters).
- ☞ **ST INFORMER**, 909 NW Starlite Place, Grants Pass, OR 97526, (Tabloid format), \$18.00/12 issues, (Subscription includes a free PD disk.), \$16.50/12 issue renewal. SA/MC 1-503-476-0071 between, Noon & 5 pm PST weekdays.
- ☞ **ATARI EXPLORER**, CN961, Netcong, NJ 07857-0961. Customer Service: 1-201-347-8383. \$2.95/issue, \$14.95/6 issues; \$39.95/18 issues. Published bi-monthly by Atari Explorer Publications Corp., 7 Hilltop Road, Mendham, NJ 07945.
- ☞ **ST REPORT**, APEInc., P.O. Box 74, Middlesex, N.J. 08846-0074, PUBLISHER: Ron Kovacs, Managing Editor: R. F. Mariano, Editor: Thomas Rex Reade, P.O. Box 6672, Jacksonville, FL 32236
- ☞ **ST APPLICATIONS**, P.O. Box 980, Forestville, CA 95436, \$4.50/issue, \$12.00/issue w/disk, \$32.50/12 issues, \$92.50/12 issues w/disk. User Group Special Rates: When 5 or more subscribe, the price is reduced to only \$30.00 a year.
- ☞ **ST X-PRESS**, P. O. Box 2383, La Habra, CA 90632. 1-213- 691-8000, \$3.95/issue, \$8.50/issue w/disk, \$28.00/12 issues, \$75.00/12 issues w/disk.
- ☞ **RESET**: The ST Almanac, P.O. Box 5273 Station 'F', Ottawa, Ontario, Canada K2C 3H5, \$19.95/one year (6 issues), \$35.90/two years (12 issues). Published by: Khalil Publications, Inc., 9 Antares Drive, Nepean, Ontario, Canada K2E 7V5 1-613-723-0264
- ☞ **COMPUTE!** (Magazine), P.O. Box 10955, Des Moines, IA 50347-0955. 1-800-727-6937. \$3.00/issue, \$14.40/12 issues, \$24/24 issues. Editorial offices: 324 West Wendover Avenue, Greensboro, NC 27408
- ☞ **BYTE**, Editorial office: One Phoenix Mill Lane, Peterborough, NH 03458. Subscriptions: Subscription Dept., P.O. Box 6807, Piscataway, NJ 08855-9940. \$3.50/issue, \$22.95/12 issues, plus 1 special IBM issue.
- ☞ **HOME OFFICE COMPUTING**, P.O. Box 51344, Boulder, CO 80321-1344. \$3.25/issue, \$16.97/12 issues.
- ☞ **COMPUTER SHOPPER**, P O Box 51020, Boulder, Colorado 80321-1020. \$2.95/issue, \$21.97/12 issues.
- ☞ **A.N.A.L.O.G. COMPUTING**, P.O. Box 16927, N. Hollywood, CA 91615. \$3.50/issue, \$28.00/12 issues, \$105.00/12 issues w/disks.
- ☞ **ANTIC**, P.O. Box 1919, Marion, OH 43306. \$3.95/issue, Special subscription offers: \$28.00/12 issues--includes a FREE Best of ANTIC Disk, \$59.95/12 issues w/disk--includes a \$20.00 discount off the normal disk subscription price as well as a FREE Official Atari Credit Card Calculator.

HINTS FOR THE MEGA ST USER

Does the Book Miss the Mark?

Reviewed by Pamela Rice Hahn

Not Easy

This has to be one of the most difficult reviews I have ever written. You see, I really wanted to like this book. The author not only has his time and effort invested in writing and typesetting this manual, it is self-published as well so he has a lot riding on this book's success.

Unfortunately, the book is riddled with typos and incomplete sentences. Skurski is inconsistent in his use of capitalization and punctuation. In one paragraph he added, then dropped, then again used a hyphen in describing "single-sided" disk drives. HELPFUL HINTS is a book in desperate need of an editor!

Three Sections

HELPFUL HINTS is a (plastic) spiral-bound, 96-page manual on the ST. The awkward question-and-answer format is somewhat offset by the inclusion of an index at the end of the book. (I emphasize the "somewhat" because the index is in effect in three separate but back-to-back alphabetized sections. The index begins with the alphabetical sort that results from the use of numeric characters and periods in the topic title, i.e. 1st, .acc, etc. Next it appears Mr. Skurski merged two separate index listings together and failed to then sort the resulting file, ending up with an index that begins with "A:/*@" -- a typo which should be listed as "A:/*.*@" -- and ends with "Word Writer ST," then immediately picks up with "accessory, control.acc" and ends with "worst bug.") On further reflection,

I believe Mr. Skurski's inconsistent use of capital letters even tripped up his case-sensitive sort and subsequently his index.

Petty Errors

By the time I had completed reading the book, I knew I was prejudiced by the distractions caused by so many petty errors. I then gave the book to my husband to look at. When he asked

.....a question of editing, many of the errors might have been corrected, it seems....

my opinion of the book, I responded, "It's sad." A couple days later, he handed the book back to me. My husband can spot a misspelled word a mile away. I expected a negative reaction from him. Instead, he said that yes there were numerous errors but that I was to go easy on Skurski in my review because he offered a lot of information for people "looking for that type of thing."

Hunt For It

So, if the "type of thing" you're looking for information on happens to be PUBLISHING PARTNER, DEGAS ELITE, or 1st WORD, you'll have to hunt for it since the book tends to jump back and forth between topics, but this book may be of some help. Some of the book's awkwardness and

redundancies could easily be avoided by simply rearranging the order in which the questions are answered, i.e. Question #57 deals with using a ram disk to simplify file copies for those who only own one disk drive; Question #58 then defines a ram disk.

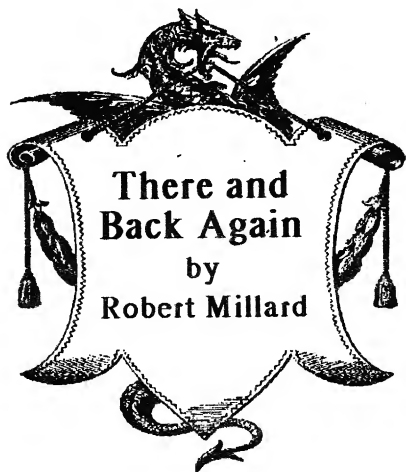
HELPFUL HINTS begins with a section for the novice, detailing even the correct manner in which to insert a disk into the drive. He proceeds through a series of questions and comments on the file selector, desktop, windows, etc.

Helpful

HELPFUL HINTS does contain some hints I found to, indeed, be helpful. It's just too bad I was forced to continually trip over so many errors in my quest. The sad fact is that many of the errors could have easily been corrected had Skurski used a spelling checker. Others, such as the incorrect use of "to/too," require someone aware of the proper usage to spot and correct; likewise, the incomplete sentences. Mr. Skurski is a user group president. He also heads an ST SIG. Surely there must be someone within his club who has borrowed his ST expertise who could reciprocate by editing Skurski's manuscript before he sends the third edition to the printer.

By the way, Mr. Skurski does offer a free newsletter containing book updates to book purchasers who request it.

[Bill Skurski Enterprises, 10372 Lawler St., Suite #1, Los Angeles, CA 90034. List price \$16.95]



ON POINT--WHAT'S AHEAD FOR FANTASY GAMERS

A Major ST Release

[I'd like you all to welcome a new, regular columnist to the CN family. Bob Millard will be covering the world of Fantasy Games for us. Although Fantasy Games are similar to Adventure Games, they really represent a class of entertainment all their own. Next month, I believe we will be able to also bring back the old Tips'N'Traps column as well. So, adventurers, hang in there. Those answers may start rolling in again just in time for Christmas. -Joe W.]

With some audacity, I have purloined the name of Bilbo Baggins's fictitious book, and employed it as the title of Current Notes' newest column. In *There and Back Again*, I will continue to review role-playing games for the ST, as I have for over a year now. But I'll also be reporting on future releases, interviewing notables of the genre, and providing occasional game hints. My present thinking is to form composite game hints based on the toughest and most asked-about puzzles. However, fantasy is my forte, and that will be the emphasis of this column.

This month, I'll be reporting on the status of some anticipated games, and, since the ST is (as I like to say) a 'trickle-up' machine, some significant releases in other formats.

The best news of all is that Electronic Arts has scheduled an ST version of Computer Gaming World's Adventure Game of 1987, *Starflight*, for release in January of 1989. Currently available only for MS-DOS machines, this science-fiction mega-adventure should appeal to *Sundog* fans, but is distinguished by a huge space system, and the closest thing yet to artificial intelligence for NPCs (non-player characters). Although the game reportedly runs on *pc-ditto*, ST graphics and speed are worth the wait. *Starflight* has to be considered a major release, on the scale of *The Bard's Tale*. When the latter came out, I had hopes of it becoming a big seller. The July issue of ST-Log contained an interview with EA President Trip Hawkins, in which he stated that no Electronic Arts title for the ST had sold better than its Amiga counterpart. Given a lean selection of Amiga games at the time, this was believable. But I felt *The Bard's Tale* (an excellent conversion) would change that.

As it turns out, the Amiga version outsold the ST version, 2 to 1. While it should be noted that the greater number of fantasy titles for the ST diffuses sales, this is still a disappointing outcome. Hopefully, *Starflight* will do better, and encourages EA to convert *The Bard's Tale II*.

The Destiny Knight, as it is subtitled, looks even better in

Amiga format than the original. The graphic window is framed in stone, the description window is a scroll that actually scrolls, and some of the drawings are *much* better than in the first effort. The covetous computer gamer in me longs. Another game that won't appear soon is *Alternate Reality: The Dungeon*, from EA's affiliated label, Datasoft. That game, while available for the eight-bit Atari, won't appear for the ST before 1990.

Strip Searched

When I called Andy Jaros of FTL graphics fame, he was working on a screen for the new *Dungeonmaster* scenario. If it isn't out by the time you read this, it should at least be available by year's end. The original game will be required, of course, to play it. You will be able to import your current champions and retain their current attributes, but otherwise, expect them to get strip-searched on the way. There won't be any new monsters, and only three new items, left over from the original, will be found. However, the dungeon layout will be far tougher than the original. You will also be able to redesign the pictures of your champions. As I write this, the Amiga version of *Dungeonmaster* is still not out.

Three calls to Origin resulted in a flip-flop on the release date of *Ultima V*. It could be late this year or it could be spring of 1989. Actually, I'll be quite pleased if 'V' is

here by April or so, since *Ultima IV* was released in February of this year, almost two years after it appeared for the eight-bit Atari.

IBM'S Better Graphics

If that sounds discouraging, remember that 'IV' is another game that is still unavailable for the Amiga. Bob Hardy is busy finishing that one up, so he will not be doing the ST version of the latest Ultima. 'V' for the ST will be ported from the C code of the MS-DOS version, which ostensibly will be an easier task than the 'III' and 'IV' conversions. If you haven't seen the EGA version of 'V' for MS-DOS, the graphics are far better than what we've seen for the ST and Amiga so far. I don't expect the ST version to look as good, although SSI's ST version of *Questron II*, a game in the same scale as the Ultimas, proved how good Ultima *could* look on the sixteen-bit machines. Eventually, 'V' should appear for the eight-bit Atari as well.

A Best Seller

Although SSI's *Heroes of the Lance* is mainly an action game, it is based on characters from TSR's Dragonlance role-playing system and novels. It has been out since the beginning of September, but I predict that, in a short time, *Heroes'* excellent graphics will make it the best-seller of SSI's thirteen titles for the ST.

Oddly enough, *Wargame Construction Set*, another SSI title, might be of interest to some fantasy gamers, especially if they enjoyed the tactical combat of *Wizard's Crown*. I've been having a blast with *WCS* for the ST. It's possible to make scrolling maps that look as good as the surface world of *Phantasia III*. There are many more icons available than in the eight-bit versions, including

medieval swordsmen, bowmen, crossbows, sword-and-shield symbols, catapults, mantelets, siege towers, castle towers, galleons, and galleys. The graphics, drawn with *Athena II*, are quite good. A castle siege scenario is included with the game, and the tutorial develops a fantasy scenario. Unfortunately, there are no monster icons, and no icon editor, but there are still six or seven figures that make adequate adversaries, including a skull icon. I've found an easy way to draw castle floors that look like they belong in *Gauntlet*, and I've made one scenario that looks a lot like an *Ultima* map. Right now the scenarios I've done are more interesting to look at than play, but if I can make them work tactically, I'll upload one or two to GENie for those of you who have the game.

A Fantasy Setting

If *Wargame Construction Set* is too oblique for most would-be fantasy game designers, two forthcoming products should hit the mark. The first is *Paladin* from Omnitrend, and there is an easy way to describe it: *Breach* in a fantasy setting. Haywood Nichols, one of last month's CRPG ratings panelists, was a playtester for *Paladin*, and he reports that game speed, one of *Breach's* minor quirks, is improved in its fantasy analog. Although I haven't seen it in the stores, mail-order houses have it right now. The second game is *Adventure Con-struk-tor* from Reeve Software. Alan Reeve has kept quite a low profile thus far, but he plans to promote this one for the Christmas buying season. The program is written in machine code, and will attempt to do what EA's *Adventure Construction Set* for the Amiga does, but with greater flexibility. It is supposedly capable of creating *Ultima*-like games as stand-alone programs! If *Adventure*

Con-struk-tor holds up to its claims, it's going to fill up the GENie ST games library like nothing has. I hope it gets a better title before it's released, though.

ST Lacks Priority

In last month's issue, I lamented the fact that New World Computing's *Might and Magic* will not be converted for the ST. That's still the case, but now it's not going to be done for the Amiga, either, as previously planned. Instead, the upcoming *Might and Magic 2* will be produced for both sixteen-bit machines. I suspect this position could easily change between now and then, and, of course, the Apple, MS-DOS, and Commodore 64 versions will take priority. But then, we're used to that.

Pc-ditto users probably didn't buy an IBM emulator to run role-playing games, but there's a ground-breaking package out that runs beautifully on the ST. *Star Saga: One* by Masterplay is essentially a board RPG that uses the computer to handle encounters, trading, and combat. The MS-DOS version runs so well on the ST because the computer aspect is all-text. I haven't played it, but this hybrid (C)RPG with multi-player capability has gotten sterling reviews. Speed is no problem, and it's even available on 3.5" disk.

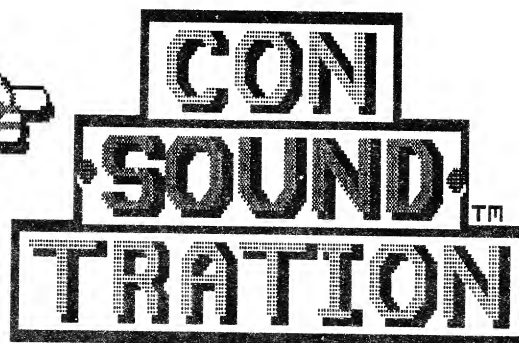
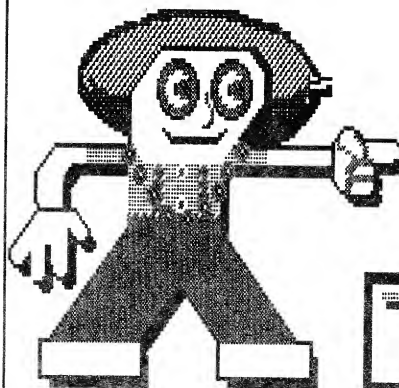
That's all the notabilia I've been able to glean from industry folk of late. There are a lot of new and forthcoming products out there for the eight-bit machines—*Neuromancer*, *Pool of Radiance*, *Sentinel Worlds I*, *Space Rogue*—but it's too early to talk about ST versions. If you have any comments, or need help with any of the games that I've done a full review of, you can reach me on GENie as R.MILLARD1, or, of course, write me, care of Current Notes.

ConSOUNDtration, an ST learning program targeted for children aged 4–8, combines colorful illustrations and digitized sounds in the form of a Concentration-like game. Its goal is to help younger children learn the alphabet, counting numbers, and common objects.

Details. There are two grids on the play screen. The grid on the left conceals pictures; the right side contains the sounds. The child will need to snatch a match by clicking the mouse on one block from the left grid and one from the right. Sounds can be replayed by clicking on the right grid's speaker icon.

For letters and numbers, the name is spoken. For the common objects, the sound of that object is made. This sound could be, for example, the screech of a monkey ... the hoot of an owl ... the flush of a toilet (my favorite).

The pictures are simple, but sharp and bright.



Concentration With Digitized Sounds

Review by Bill Moes

5X5 grids), and game type (numbers, alphabet, objects). The choices are made by clicking on a large icon for each choice. When everything's set, click on the green light for "GO" and the data loads (this takes some moments for larger grids). Then to the game. Players can return to the menu screen by clicking on the red light or by completing all matches.

My seven-year-old daughter, who enjoyed playing the game, wanted to know how long it took her to complete a game. This is not shown and would probably add a worthwhile sense of competition to one-player games.

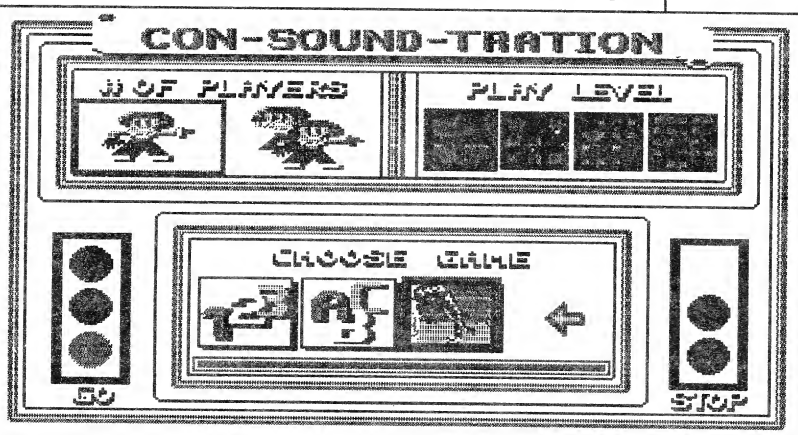
The two-disk set is not copy protected and you can copy all files from the two single-sided disks to your own double-sided disk. The program will run on all ST's.

The publisher has an additional data disk scheduled for release this month (Oct.). It will include more pictures, signs, and maps. Other data disks will also be available, containing versions in French, Spanish, or German.

Done. *ConSOUNDtration* (\$39.95) has a carefully defined goal of helping younger children learn some very important basics. The combination of pleasant graphics and understandable sounds should appeal to those Lego-landers. And the no-hassle approach should appeal to their parents.



[AlohaFonts, P.O.Box 2661, Fair Oaks, CA 95628-2661]



And the digitized sounds come across clearly and realistically. I counted 79 items available in the game (the 26 letters, numbers 1–25, and 28 objects).

There are four levels of game play, with block grids sized 2X2, 3X3, 4X4, and 5X5. These sizes are well chosen. The less able players can be successful in a brief time with the smallest grid, while a larger grid can offer quite a challenge, even to players much more than 4–8 years old. ...quite a challenge, indeed.

Data. *ConSOUNDtration* can load automatically and the mouse is used to make all choices. Younger children should have no problems using this software by themselves.

The brightly colored menu screen offers selections for number of players (1 or 2), play level (2X2 –

Quiz Plus

Create Your Own Lessons, Demonstrations, Tutorials

Review by Bill Moe



The text is carefully read ... a separate illustration is viewed ... the n another text screen is shown, this time with a multiple-choice question to be answered ... click on the letter of the answer ... that's right ... continue.

Quiz Plus, a recent ST software release, lets you use text, picture screens, and questions as you create lessons or tutorials. With obvious use in schools and businesses, coupled with a most reasonable price, *Quiz Plus* has the potential to be of great value to many.

Procedures. You can present five different types of screens: text-only, multiple choice quiz, picture, text with picture for reference, and quiz with reference picture. Other commands let you set the left text margin; change text color, size, or style; and include color cycling animation.

Any pictures need to be in Degas format, either standard or compressed. The text files you create for *Quiz Plus* need to be in ASCII format, so almost any word/text processor can be used. I had no problems using ST Writer.

The lessons are written with your word processor. These lessons will include the actual text to be shown on the screen as well as the commands for the various options mentioned above. Each lesson disk may be divided into 10 mini-lessons. A separate *Quiz Plus Edit* program then lets you step line-by-line through your lesson to actually see what it will look like on

the screen. I found this a great help in fine-tuning lessons. Any changes you make can be saved to the final lesson file. The 23 *Quiz Plus* commands are easily used and, with not much difficulty, you'll soon be creating your own lessons or demonstrations.

Details. There are two versions of *Quiz Plus* on the program disk: the normal one and a second one allowing the use of desk accessories, such as calculators for math lessons. The lessons you develop will use only the mouse. In medium resolution, the picture files can be of both low and medium resolutions. In monochrome, only high resolution files can be used. By using a control panel accessory in medium resolution, you are able to set your own text/background colors.

After you develop a lesson disk, you may want to make it available to other *Quiz Plus* owners. The publisher sells these disks for \$10 each; you'll earn \$1 for each copy of yours the publisher sells. I took a look at Quizshare disks on the solar system and military aircraft. Both were enjoyable, interesting, and well-done. It could be worth the pur-

chase of *Quiz Plus* just to be able to order the Quizshare disks.

If you're curious about *Quiz Plus*, take a look at the program's demo (CN ST Library disk #270). It offers an excellent view of the software along with samples from several of the Quizshare disks.

Quiz Plus, written by James Duffin and not copy protected, is very useful and usable as it stands. There are, however, a few I-wish-it-could's. Perhaps future versions could include: a way to save the name of a user and his quiz score to disk ... automatic branching back to a previous screen if an answer is incorrect ... the ability to overlay picture blocks onto a text screen.

Summary. *Quiz Plus* (\$29) lets you easily create instructional software containing mouse-driven text screens and multiple-choice questions, along with separate picture screens. The 30-page documentation clearly explains how to put those lessons together. For educators and businesses, *Quiz Plus* offers a wide range of possibilities.

[*Mad Scientist Software, 2063 North 820 West, Pleasant Grove, UT 84602 (801) 785-3028*]

Mars orbits the sun every 687 days. During the Martian "year," seasons of summer and winter occur.

Click on "Picture" to see a picture of Mars, as the Viking spacecraft orbits it.

The planet spins on its axis every 24 hours and 37 minutes. This makes a Martian day the same length as a day on earth.

A complete cycle of seasons on Mars takes:

- A. one-half an earth year
- B. one earth year
- C. two earth years
- D. four earth years



SLAYGON

Tough Graphics Oriented Maze Game

Review by Don Elmore

Memory, Patience & Luck.

Eureka!! MicroDeal U.S.A. (576 S. Telegraph, Pontiac, MI 48053) has finally done it! After confronting me with (for me) a virtually untangleable *Tanglewood*, and after repeatedly annihilating me in *Leatherneck*, they have finally come up with an adventure game that I can at least handle (at the Novice level). *Slaygon* is a graphics oriented maze game that requires skill, memory, patience and some degree of luck. Though not necessarily in that order!

I could describe *Slaygon* as an innovative interaction between man and chip. However, I just call it plain fun. It is not as complex as some of the more recent dungeon/maze releases, but I hope that there are other "computerniks" out there (like me) who either cannot afford the time (or prefer not) to spend endless hours nursing a group of human/humanoid sentient beings through treacherous terrains, dangerous dungeons, creaky castles and/or bodacious battles. Personally, by the time that I have attended to my group of warriors; making sure that they are adequately fed, watered, rested, trained, armed, healed and stimulated...I am so tired and confused myself that the simplest green slime can wreak havoc upon me and my band of "merry men." I find *Slaygon* to be an ideal compromise, so let me get off my soapbox and "away to *Slaygon*!"

Humans vs Robots. The instructions start off by stating that intelligence sources report that Cybordynamics Laboratories Incorporated, a controversial business empire devoted to replacing

human workers with automated robots and machines, is developing a new strain of toxic virus that can wipe out all human life and generally make the average citizen's day most unpleasant.

The introduction describes *Slaygon* as "the most sophisticated robot ever created." You, as an officer in the United Defense Force, are needed by the government to help uphold peace and justice in the world....and you are given the assignment: use *Slaygon* to enter Cybordynamics Laboratories research facilities and disable its main computer so that the cooling system for its reactor will overload and the facility will be destroyed!"

Agents Beware. But! The laboratory is totally automated and controlled by a Dantes 9000 megacomputer. None of the free world's agents have ever been inside the complex, but you have a low-level access pass and with *Slaygon* wrapped around you, your mission is to enter the complex and attempt to locate the override codes, use them to render the megacomputer useless and get out before you become part of the mini-supernova that the ensuing meltdown will cause.

Skill Required. Easy? Not particularly. But, at least, unlike the other adventure games mentioned above, MicroDeal has given the player a much better chance of success. After booting the game, you are asked to insert Disk B in Drive A and then queried if you want to continue a saved game or play a new game. If you opt for a new game, you are asked if you want to play the novice, or expert

level. I heartily recommend that you choose the novice level to begin with. After choosing the novice level, the computer will run for a moment, and then advise you that *Slaygon* is on line (ready to go).

Owl Eyes. Your playing screen is the "dash board" (control panel) of *Slaygon*. There are eight boxes along the top of the screen; these represent storage areas where you can carry the items that you pick up as you transit the maze. Underneath them is the direction indicator that does just that. The two largest "screens" on the control panel are the map view (on the left) and the front view (on the right). Once you have activated the "plotter" your progress is shown on the map view screen....but you had better have owls for cousins. It is TINY!! The 3-D front view screen shows the hallways as you move through the maze. You do that by clicking the mouse arrow on the centrally located direction indicators; four pointers, North, East, South & West. Each click represents one step in the direction you have chosen.

Color Coded Doors. There are lots of hallways....and each hallway has numerous doors. The doors have color coded locks, and can only be opened by using the right key card. Both locks and key card colors range from blue (minimum security) to white (maximum security) and each higher level key card will allow access to all lower levels, e.g. a white key card will open all of the doors. In fact, the color scheme is fairly consistent; e.g. blue is minimum, and in the case of objects, blue objects are

useful, green more useful and white objects extremely useful.

Force Fields & Energy Disrupters. Now, Cybordynamics is not wimpy (to say the least). So, hallways are replete with traps ranging from proton mines, to force fields and ion fields. Yet, as you deftly explore the various rooms, you can find all sorts of valuable goodies to defeat the traps. More, in fact, than you have room to carry. When I went into the final phase of my "Novice" game, I was carrying a white key card, an energy disrupter, a mine deactivator, a field neutralizer, an energy siphon, a security pass, a teleport activator and a blue laser pistol. I had dropped my D-Ionizer rod somewhere along the way, and have yet to find where I left it...so each time I go through one of the ion fields, some of my energy is zapped. However, when it begins to get low, (HINT) I merely head for the laboratory's power room and tap in to Cybordynamic's main energy supply to restore my energy.

Somewhere the Keys. Prior to finding the energy siphon, I was forced to seek the energy pods located in rooms throughout the laboratory. (the energy pods are also color coded, blue pods provide a quarter charge, green a half charge and red pods will "top your tank"). You will also find locked trunks, and (somewhere) the keys required to open them. Inside the trunks are items of value...especially the override codes that you so desperately need. Once you have the five override codes, (write them down!) you head for the computer room and use the logic probe...oh, didn't I mention that? Well, if you are going to break the computer's codes, you have to have the logic probe with you. When the probe is activated, the program asks you for the five

codes, in sequence, and if they are correct, then you are warned to head for the exit ASAP. Here is where it might be handy to have the teleport activator and get to one of the teleport rooms (there are four or five of them in the Novice maze) to skip you over near to the lobby (exit).

....without a repair module, the defenses of Slaygon are in serious peril....

While wandering throughout the maze you will also find other objects. One is a repair module. Early on in the game, it is a good idea to carry it with you, because if you don't have the mine deactivator and the ion and force field neutralizers, as you go through them, they will drain your energy and damage various parts of Slaygon's defenses. With the repair module, you can fix the damage on the spot. (HINT) I quickly learned that if I left various objects in the rooms where I found them...or if I picked up the objects and had to drop others in turn (remember, you can only carry eight)...I had virtually lost them forever. So, I got in the habit of dropping them in the hallway, in plain sight. It meant that I would have to run over them as I traveled the maze, but that was a lot better than wasting time looking for the silly room where I left the D-Ionizer rod! (Which I haven't found yet).

I almost forgot the robots. They also occupy various rooms throughout the maze. If you open a door and are suddenly facing one, you have time to retreat. You can also bring up your shields and shoot it out with Robbie, but that will use up some of your energy.

Also, there is one Grand Daddy robot (the Base Commander) that it is extremely difficult to kill...you'll waste a good deal of energy trying it, so don't. (HINT) You can activate your cloaking device and walk right through the robot, into the room.

Lost Rooms. Generally speaking, I give high marks for this game. It is playable, and actually "conquerable." Of course, I have only barely ventured into the Expert level of the game. You will notice that the novice level takes up about one-fourth of the map view screen. The expert level uses that, plus the remaining three-fourths...and there is one other significant difference. In the novice level, the various rooms remain in the same place, e.g. the teleport rooms, energy room, computer room, are all found in their same positions in the maze. In the expert level, they shift around. I am looking forward to the expert level....sometime this winter, when I have nothing to do for a month or so!! The one major (and I mean major) drawback to the game is the map view screen. Slaygon is marked on the map view by ONE pixel that is white and can almost be seen moving throughout the maze (hallways are also one pixel wide! There is only a provision for saving one game to Disk B; saving a second game will overwrite the previous one. However, Disk B is not copy protected (Disk A, is) and you can have as many saved games as copies of Disk B, that you make. A nice feature to allow one to save various stages of the game in play.

As can be gleaned from this review, I like the game and in spite of the minuscule map view screen, definitely recommend *Slaygon* as part of the adventure gamer's "stable."

J E T

A Barrel Roll of Fun

Review by Roger Abram

The True Stuff

During the past two years, I've had the pleasure of reviewing numerous flight combat simulators for *Current Notes*. Countless hours have been logged battling the enemy in *F-15 Strike Eagle*, *High Roller*, *Harrier Strike Mission*, *Gunship*, and others. But none of them prepared me for the difficulty in staying alive in subLOGIC's *Jet*, now available for the Atari ST.

Where *Jet* radically differs from the others is in its omission of one vital weapon that previously saved my neck on numerous occasions: flares. There are none to be found on the two aircraft that are simulated here—the F-16 Fighting Falcon and F-18 Hornet. The only defense against destruction when an enemy missile is hot on your tail is to abruptly change direction or fly straight up. Considering that both MIG's and SAM launchers can be firing at you simultaneously, be prepared for anything but a straight and level flight after leaving the comfort of Skill Level 0 (where enemy guns are silent).

Moon Beams

Where *Jet* is unique from all the other simulators is in its use of highly detailed graphics, especially in the Combined Attack Battle Area where you can aim your sights on power plants, cooling towers, bridges, and shipyards. They're all there in living color as you zigzag between mountains to mount the attack. If it's a night mission, the stars and the moon beam down as the battle rages.

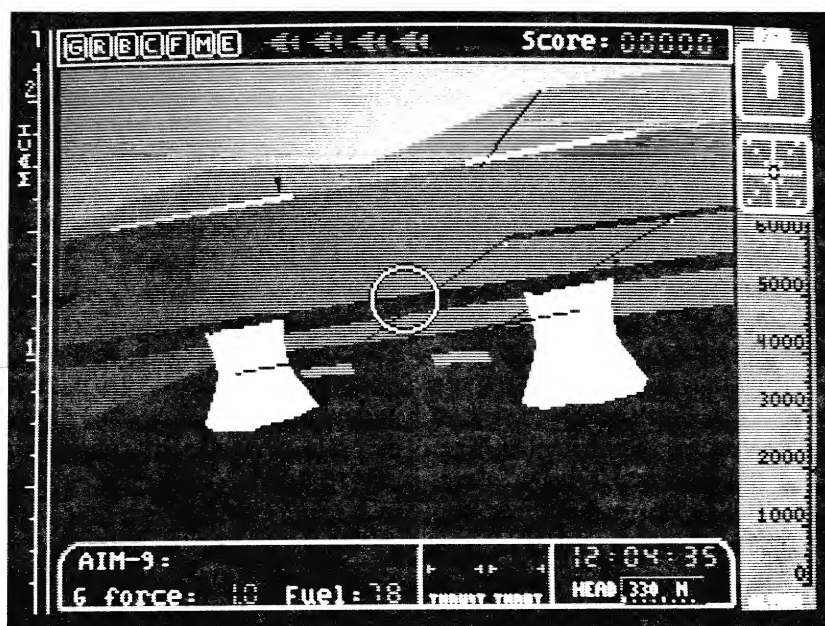
The program comes with ten preset viewing screens so you can view your plane and outside world from many different perspectives. The basic screen contains all pertinent flight gauges and still manages to leave most of the monitor with a view of the outside world. Warning light indicators are there to alert that MIG's are approaching, the fuel level is low, landing gear is down, you're about to "Red Out" (blood rushing to the head), you're nearing "Blackout" (insufficient blood to the head), and a warning light that you will crash if you proceed with a landing.

Also around the perimeter of the screen are the altimeter, yoke position, ADF and DME gauges, compass, clock, thrust, throttle, fuel level, ordnance loaded, airspeed, and frame load (the force exerted on the plane measured in G's). The basic screen also keeps track of your score: 1,000 points for each MIG-21 destroyed, 1,500 points for

each MIG-23, 1,000 points for each target, and additional points when completing a mission before returning to the base. Extra planes are awarded when reaching certain point levels. Medals are awarded for specific achievements and can be viewed any time during the game.

All The Angles

As in subLOGIC's *Fight Simulator II*, you can view your surroundings out of the cockpit from eight different angles. The same-view keys are utilized in both programs so users of *FSII* will feel right at home. Also, F3 brings up the map, F1 and F2 toggle between windows, F9 and F10 zoom in and out, and there are other similarities. The plane can be viewed from behind, from the control tower, and in tracking mode. The same keypad functions for increase or decrease throttle, ailerons, and nose up/down are

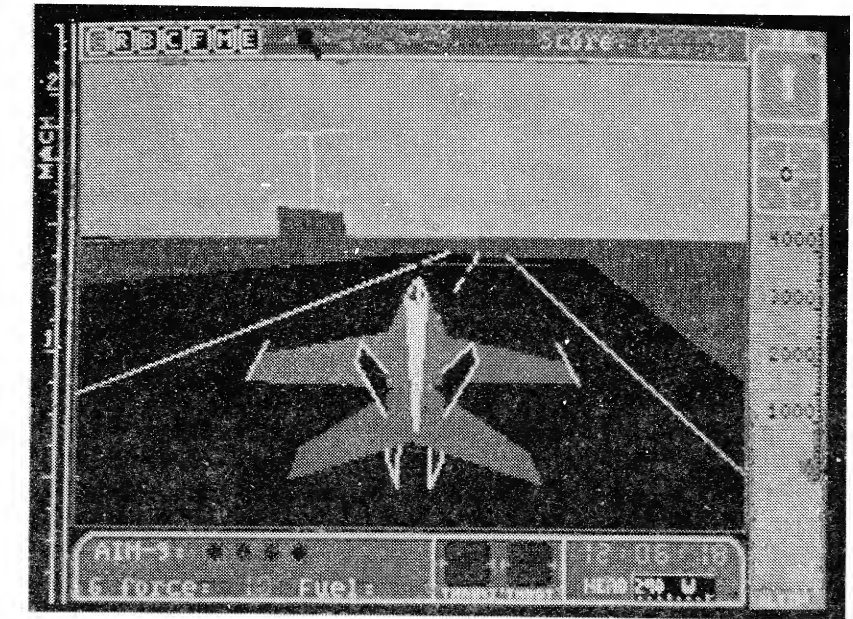


carried over from *FSII*. *Jet* also includes a radar display (F4) to track the enemy. After a missile is fired, you can even "ride along" with it and watch as it approaches its target. One extremely convenient new control is the Shift-5 command which, when pressed once, will level off the plane after a turn and, when pressed again, will level the pitch.

Upon booting the disk, you have the option of watching a demo or flying in one of 9 modes: F-16 Dogfight (you against MIG's), F-16 Target Strike (bomb ground targets and avoid SAM missiles), F-16 Free Flight (perfect for the Sunday Driver), F-16 Combined Attack (outgun MIG's and bomb ground targets), F-18 Dogfight (different plane, more MIG's), F-18 Target Strike (take off from aircraft carrier, bomb sea targets), F-18 Free Flight (another practice mode), Scenery Disk Load (load subLOGIC scenery disks or use scenery in *FSII*), and Multi-Player Dogfight (connect two computers via a null modem cable or establish communications through a modem and battle it out).

Weapons Plus

Through all this warfare your implements of destruction are the AIM-9 Side Winder missile for short range targets (less than five miles), the AIM-7 Sparrow for up to 25 miles, the M61 machine gun for close combat, and the AGM-65 Maverick plus the MK-82 Smart Bomb for ground targets. The plane can only carry up to five of each at one time (plus 500 rounds for the machine gun) so it is imperative to make each one count. You can rearm and refuel by returning to the base but MIGs on your tail can make this a rather unpleasant task as you level off and come in for a landing. If the jet sustains considerable damage



during a mission, you can always eject and sit back and watch the pilot parachute to earth. If you have at least one extra plane in reserve, you can immediately fly again.

No Easy Task

In spite of all the quality graphics and the arsenal at your disposal, *Jet* is by no means an easy game. The MIGs have been programmed to be extremely proficient even at the lowest skill levels and you'll find yourself on the defensive end most of the time. In order to down one of them, you have to maneuver your plane so that the MIG appears in your onscreen range circle and then wait until the weapon system locks onto it. When turning in the heat of battle, it is very easy to turn farther than you intended. This is where the Shift-5 combination comes in handy. The problem here is that you have to be a contortionist to hold down the Shift key and then tap the "5" key on the numeric keypad (the "5" key on the keyboard is reserved for selecting a screen). A

better combination would have let you substitute the Enter key on the keypad for the same result.

Visibility Limited

One major complaint I have with *Jet* is that even though it is scenery disk compatible with *Flight Simulator II*, there are no navigation radios, ADF, or DME frequencies you can lock onto to fly cross country. The ADF and DME gauges in *Jet* are preset to your home base and are completely disabled in scenery disk mode. Any flying from point to point in the scenery disks will have to be done visually. Using the new Western European Tour scenery disk (which incorporates city lights) with the nighttime features of the stars and the moon found in *Jet*, a new dimension is added to the world of flight simulation that is being perfected by subLOGIC.

Available from subLOGIC Corporation, 713 Edgebrook Drive, Champaign, IL 61820 (217) 359-8482. Color or monochrome monitor, joystick or mouse. List price: \$49.95

MARK WILLIAMS C VERSION 3.0

Introduction of MWC to the AtariWorld

By Rick McMullan

Initial Version

Alcyon C was a real disappointment. You had to want to write software pretty badly to use it. However, it was the only C compiler in town for a long time and developers had little choice. Finally, *Mark Williams C* hit the market! Oh, happy day, at last a real C compiler. Astonishingly enough, this package contained not only a very good C compiler with a healthy library of C routines, it also had a full screen, multi-window editor with macros, an assembler, a MAKE program, symbolic debugger, and powerful UNIX like utilities and command shell. The 500 or so pages of documentation, chock full of examples, was especially impressive! How could anyone resist? I bought it!

In the time that passed, I came to appreciate more and more the UNIX-like command shell with its utilities and the documentation with its many examples of working programs. They say that 90% of all computer programs contain sorts but, sadly enough, the ATARI developer's package has no sorting facility. Fortunately, though, the *MWC* utilities contained a flexible and robust sort which, despite my trying to choke it to death with humongous files, performed flawlessly. I think I would have never figured out how *Setscreen()* works if not for the examples in the *MWC* manual. Time and time again, I found myself relying on the Mark Williams package to be my guide when I dared to "boldy go where no man has gone before."

V 2.0 Hits the Street

Shortly after the announcement of a major new release of the *MWC* compiler for the IBM PC, *MWC Version 2.0* for the Atari was unveiled. The major features of this release were as follows:

- Improvements to the compiler including both generating more efficient code and generating it faster;
- An even better manual with all the GEM functions included;
- A resetable RAM disk;
- Many improvements to the command shell including a programming language for writing custom commands and procedures; and
- An integrated edit/compile/link phase.

Aside from the improvements to the compiler, this version represented the fleshing out and maturing of an already well-developed product. Not content to sit on their laurels, MWC was steaming full speed ahead, creating a compiler and development environment equalled by none.

An Arch Rival

Did I say equalled by none? Well, what about its arch rival, *Megamax C*? It seems that these two companies have been locked in a serious battle for the title of "best C compiler." I'm not surprised. That's a very honorable title, one you can build a strong reputation on. In the IBM PC world, competition for the fastest and best C has come down to a fine art. Well then, what does *Megamax C* offer that *MWC* does

not? First of all, fast compiling. In fact, their compiling is so fast, they renamed their product to *Lightspeed C* in the most recent release.

Is compile speed important? That's for you to decide, but I personally feel that the quality of code generated is the single most important thing a compiler can offer. *MWC* has three passes: the parser, the code generator and the optimizer/object generator. Sure, it's slower than a single pass compiler, but it does more.

How about compiler performance? Despite the optimizations used in *MWC*, *Megamax C* can still beat it in execution speed and image size in some benchmarks. Why is this? Well, if the truth must be known, they cheat a little bit. By limiting you to 32K modules, they can use PC relative addressing instead of absolute addressing which can result in faster addressing and a smaller image. If you don't mind the 32K limitation, *Megamax C* has its appeal.

There's one more big attraction *Megamax C* has that *MWC* is missing: a resource construction set. If you want to program GEM, you're going to need one and that's all there is to it. True, you can buy one separately, but they're not cheap. If one comes with your compiler, that's money you can spend on something else.

Version 3—The Ultimate?

With version 3, Mark Williams has taken away all the advantages *Megamax C* has had over them. You can now choose whether to use PC relative addressing or

absolute addressing. They've included a resource construction set. Peephole optimization has been added. Sounds great, doesn't it?

Well, that's still just frosting on the cake. The really big attraction is the source level debugger. Ever since the Atari ST made its debut, I've been burning for a source level debugger. Electrical engineers have their oscilloscopes and VOMmeters, doctors have their CAT scans and electrocardiograms, but the only diagnostic tools we computer scientists have are debuggers. Compare the diagnostic tools available to the IBM PC world to those of the ST. The IBM PC has very sophisticated and full-featured hardware debuggers costing thousands of dollars. Software debuggers are bundled with compilers and are major selling points for most languages. Software developers of the ST world, hear my cry, "Why, oh why, are there no decent debuggers for the ST?" Well, there's no point in troubling deaf heaven with my bootless cries any longer; at last, a C source level debugger for the ST has arrived! Hallelujah!

Compiler Improvements

The following table is the result of the dhrystone benchmark. This is a slightly modified version of DRYSTONE.ARC available on many BBS's. It was compiled without using register variables. With register variables, using PC relative addressing and peephole optimization, a maximum of 1,060 dhrystones per second was reached. *Alcyon C* is listed (in the header of the *dry.c* source) as 839 dhrystones/second which puts it in the same class as a Fast Mac running *Megamax C v2.0*. *Mark Williams C* lifts it to a performance level in the neighborhood of a 6Mhz IBM AT.

Table 1: MWC Performance

	Dhry-	Image
	stones	size
MWC 2	994	7845
MWC 3 (no options)	994	7608
PC relative addr	1003	7439
PC addr & peephole	1023	7409

The most dramatic drop in the image size comes with the use of PC relative addressing. The Motorola 68000 chip has fourteen addressing modes available. Not all modes work for every instruction, but there are real advantages in choosing the most efficient mode. Absolute addressing is slower than PC relative addressing by four clock cycles and requires an extra two bytes in the instruction.

By default, *MWC* uses absolute addressing for both data and code references. By using the *-VCOMPAC* compiler option, you can tell the compiler to use PC relative addressing for code references and absolute addresses for data references. This way, you can handle programs with large amounts of static memory or global data and still get the benefit of this special addressing mode. By using the *-VSMALL* compiler option, you instruct it to use PC relative addressing for the data and code references. This results in maximum speed and minimum image size. Note that pointers are unaffected by the *-VSMALL* or *-VCOMPAC* options.

The most dramatic improvement in execution speed came with the use of peephole optimization. A compiler is first of all designed to translate your code correctly. After that has been accomplished, it can worry about whether or not it is efficient. Peephole optimization is a method of improving code that has already been generated. A short sequence of instructions (called the peephole) is examined and whenever

possible, these are replaced by a shorter or faster sequence. Program changes that are common to peephole optimizations are as follows:

- redundant load and stores e.g. not loading a register with a value it already contains from a previous operation
- removal of unreachable instructions
- removal of jumps to jumps, and
- use of special hardware instructions to speed up selected operations e.g. using auto-increment for $x=x+1$.

Now I can't say for sure which specific peephole optimizations Mark Williams implemented, but I do know that using *-VPEEP* will cause your programs to execute faster.

Other Improvements

As is usual in new releases, they fixed a few bugs and added a few minor enhancements. Some of the utilities, such as the ramdisk, were changed to work with the Mega ST. Twelve new ANSI string functions were added. Since they improved the compiler so much, they recompiled many of their utilities with *-VSMALL* to make them leaner and meaner.

Resource Editor

Overall, the resource editor is about what you would expect. It has plenty of facilities for constructing alerts, dialogs, menus and icons. It supports all the standard tree and object types and will automatically create a C header file. However, it does lack a couple of features: the ability to load icons and images from disk and the ability to create a .C source file containing the GEM structures. I suppose the .C file isn't that important (most GEM programs I've

seen use a resource file), but I do miss being able to load icons from disk. The only way to include an icon or image in your resource file is to use the icon editor.

One curious addition is a resource compiler and decompiler. I'm not sure how useful it is, but with it you can compile or obtain text descriptions of a resource file. It is billed as allowing you to make quick fixes by using a text editor and to compare files for changes but, so far, I haven't found a need for either.

C Source Debugger (csd)

I'm happy to say this is a well done debugger. It implements all the really useful features a debugger should have and a few extra features that make it fun. It's so easy to use, you'll seldom need to refer to the manual. Let's start with an overview of its capabilities and features:

- four different display windows; one for the C source, one for program output, one for examining memory, and one for debugger messages,
- powerful source code searching capabilities,
- the ability to breakpoint the C source and perform single stepping, and
- the ability to breakpoint memory locations to detect a change in contents.

In a graphics oriented environment such as is on the Atari ST, it is essential to keep the program output separate from all the other debugger functions. All your GEM interactions and graphics output takes place in the output window and this is just the way it should be. This window is displayed only during program execution or, if execution has stopped and is under control of csd, by using F7.

The source and evaluation windows are your main working windows. The default display has 18 lines for the source window and 5 for the evaluation window. You set breakpoints graphically by searching the source, positioning the cursor to the line you want and entering F3. Once you reach your breakpoint, you're likely to want to examine memory; you use the evaluation window to do that.

A major part of debugging is the step/examine cycle and csd is designed with that in mind. The powerful search capabilities make finding the breakpoint you want fairly easy. The evaluation window allows examining memory with little effort. Once a value is entered in this window, it is updated after every break in execution. You can change the size of the window so you can examine anywhere from 2 to 20 variables constantly. You may also use it to compute expressions, write to memory and even call functions.

The history window contains relatively uninteresting stuff such as log messages whenever a breakpoint is hit. The most interesting thing you'll see in there is a register dump and crash message saying why your program was reloaded (it traps the infamous cherry bombs).

You set breakpoints on variables by entering the variable in the evaluation window followed by F3 (set breakpoint). Since the ST does not have memory protection, I was surprised at how good the variable breakpointing was. I tried a straight assignment. It caught that. I tried in an indirect pointer assignment. It caught that. I tried overwriting the memory location with an out of bound array index. No problem. I tried changing the upper byte of a watched integer. Again, csd stopped to let me know I'd changed that variable's value.

At last, a way to watch for errant pointers!

There's a load of other features which, for the sake of brevity, I won't go into. I will say this though, it's a very useful utility. I've used it on every program I've written since it arrived and not only has it saved me a lot of development time, but at last I can "see" my program execute the way the computer sees it, not the user.

Odds and Ends

And so the compiler war wages on. I don't know if *Lightspeed C* can offer peephole optimization and a source line debugger and still maintain speedy compiles. Optimization and generating debug information all takes time. Okay, *MWC* does take up 1.7 megs of disk space, but is that good or bad? It means you need a hard disk, but it also means that a lot of work has gone into this package. That's 1.7 megs of C compiler, the microEMACS editor, UNIX-like utilities, a programmable UNIX-style microshell, an assembler, a MAKE program, help files, resource construction set and source line debugger. A full featured development environment with a high performance compiler. How can anyone resist?

[Mark Williams Company, 1430 W. Wrightwood, Chicago, Illinois 60614. Mark Williams C, List price: \$179.95.]

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LEATHERNECK

More than John Wayne & Rambo Can Handle

Review by Brian Elmore

Tension running high, you feel the sweat trickling down your cheeks. You are about to face several thousand warriors whose only purpose in life is to blow you away! As the landing craft approaches the shore, you see rich, verdant jungle behind a tranquil, tropical beach. HAH!! There are more "unfriendlies" than John Wayne, Rambo and the Predator all rolled into one, could handle. Microdeal (576 S. Telegraph, Pontiac, MI 48053) challenges you to "try to rescue your captured comrades from the corrupt legions of the Evil Empire." Know what? After 25+ hours of frantic fire-fights, my captured comrades remained just that....captured! This is indeed the arcade game of games!

The loading instructions are the same as most the other games. Turn off computer. Place the disk in and turn on all systems. The game *Leatherneck* will load automatically and enter a demonstration mode. To start the game, just press the joystick fire button and the game will begin.

The player control is simple and easy. Two men are controlled by the two joystick ports. With a special adaptor that you can get from Microdeal, two other players may join in the complicated fun. This option, although fun, is not necessary to enjoy the game. At the start of each game, any man not "activated" by a joystick will automatically die. A game can be started by pressing a button of one of the joysticks.

The object of the game is to obtain an awesome amount of points while at the same time moving about in the treacherous jungle. The instruction booklet that is included in the game quotes, "You will have to defend yourself vigorously in order to survive the enemy attacks. You must avoid the enemy, their machine gun fire, and grenade explosions. To advance, simply walk up the screen while defending yourself with your own machine guns and hand grenades." To not-so-simply state this in basic English, you are dropped off on a deserted beach to go on a suicide mission into a literal wall of machine gun fire. Oh sure, you have a rifle (automatic), and a machine gun and even some hand grenades, but to use them you need to find a combination of half a dozen different buttons to push to switch the weapon. Hey, no problem, at 10,000 points you even get an extra guy. So, what's the big deal? Well, in addition to literal hordes of enemies, you have to also watch out for your other team mates. Get in front of their fire and you are history!

The directions caution you against shooting your team members, but in the fury of combat, with bad guys everywhere, I defy anyone to keep track of everyone. One of the guidelines provided is, "Advance as quickly as possible, but beware of being in too much of a hurry." Figure that one out.

The graphics are good. Sound effects are impressive. But, what is mind-boggling is the never ending supply of enemies. They drop out of trees, rise up out of the ground, rush at you from bamboo huts....they are everywhere, and I am usually fatally hit before I advance through two or three screens. The bottom line is that this is, indeed, an action packed game. Brain-hand-eyecoordination is pushed beyond mortal limits. I find that the game does not play well at all. Even in the most difficult arcade games....you should be able to win once in a while, and I got tired of losing endlessly. If challenge is what you want, this is a game for you...if occasional success with *Leatherneck* is what you want...check out your neighborhood steroid dealers before leaving the landing craft!!

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Hard Disk Sentry

A Way to (Maybe) Recover Trashed Files

Review by John Barnes

Those Little Bombs. How many times have you seen the dreaded "Data in Drive X may be Damaged" when trying to access a file that ought to be perfectly good? Have you ever noticed any scrambled file names? How often have you seen little "bombs" when trying to copy or delete files? How many times have you reformatted a disc and copied in files from backup because your disc drive seems to have forgotten what is supposed to be on the disc?

Anyone who has done any heavy work has encountered these problems more than once. Beck-enmeyer Development Tools offers *Hard Disk Sentry* as an aid to damage control in such situations. Stated simply, this program analyzes the directory of a disk for logical consistency. If the directory threads of some files have become corrupted, *Hard Disk Sentry* patches the disk directory so that there are no loose ends. In some instances dangling pieces of files can be spliced back together. Most importantly, further corruption of the directory structure is avoided.

Having said all of this we can ask "How good a product is *Hard Disk Sentry*?" I had a strong inkling when I saw the Beckenmeyer label. I was not disappointed. Here is yet another product that only experts can make use of. The documentation is simply too skimpy for even ST "power" users. The little 14-page booklet that comes with the product contains a lot of jargon about FATs, Clusters, EOFs and the like. This is undoubtedly necessary, but a little explanation would help.

Abacus Books' "Atari Disc Drives, Inside and Out" helps to clear these terms up a little bit if you really need to know.

A clear explanation of when to use *Sentry* is lacking. Likewise, the benefits of carrying out the "repair" process are not clear at the outset. I puzzled over the first step in running the program for a while before making a working floppy that contained "SUPBOOT.PRGM" as the only file in an AUTO folder. I then booted from this disc by holding down the CTRL, ALT, SHIFT combination. This is familiar to Supra drive users as the "back door" to use when one suspects problems with the hard drive.

Since this program can also be used to repair damaged directories on floppies, Beckenmeyer should provide an explanation for this case. The precaution about resetting before using *Sentry* is probably

worthwhile in those cases that arise when TOS loses its cool, as it is known to do.

Limited Evidence. A skilled hacker could repair the damage to the disk with a "Sector Editor." Few of us ordinary mortals have the temerity to attempt such a thing and *Hard Disk Sentry's* value lies in the fact that it can make the proper patches in a logically consistent fashion.

In the time that has elapsed since CN's ST editor gave me the product to evaluate, I have experienced very few file crashes. I did go back and look at some floppies that had been giving trouble and *Hard Disk Sentry* did, indeed, identify problems. After using *PROCOPY* to make backups of the discs and verifying that *PROCOPY* had faithfully reproduced the glitches, I used *Hard Disk Sentry's* REPAIR capability. The new directory entries that *Sentry* created did not look like they belonged to anything sensible and I did not see anything that looked useful when I looked at the FIX_???? files that *Sentry* had created.

When It's Too Late. Earlier I had been seeing lots of file crashes when my hard drive was acting up. Indeed, scrambled file names and off the wall directory entries would suggest it was probably already too late. *Sentry* cannot, of course, deal with failing hardware or bad media. An occasional inspection of a disc with *Sentry* should provide a little peace of mind.

More than that I cannot say because my experiences have not been tragic enough and I certainly have not been willing to induce failures just to see what would happen. Certainly the soundest procedure is to make sure that everything you value is backed up promptly. I no longer store critical data on my hard drive.

Sentry has a secondary "Optimizing" function that is designed to speed up disk access by making files contiguous. There are better products on the market for this purpose.

By now it should be obvious that there is no "magic solution" to the scrambled file problem. This problem is inflicted on us by software vendors who distribute buggy programs, by Atari itself with its dyslectic operating system, by our local power company with its overburdened and under-maintained electrical network, and by the manufacturers of computer peripherals that sometimes work and

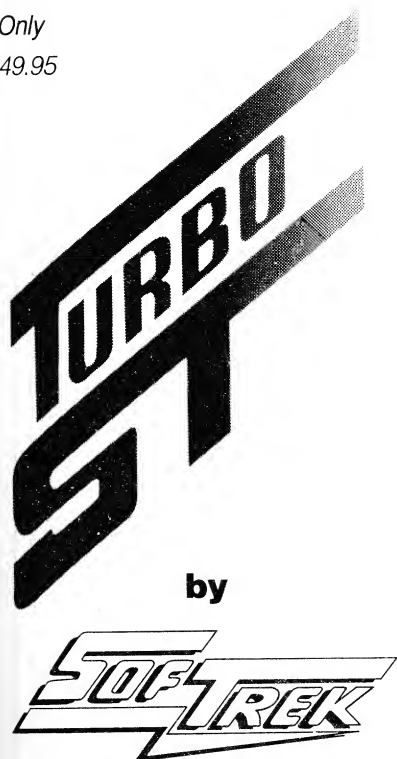
sometimes don't. In the midst of all of this it is a marvel that we get anything done at all.

Hard Disk Sentry lists for \$49.95. The vendors claim that the entire Beckenmeyer line does not move because the products are so specialized as to be attractive to only a small set of users. At this price and with its limitations, I do not find this to be a "must have" product.

Beckenmeyer Development could undoubtedly improve their prospects for marketing this and other products if they would concentrate on documentation. Clear examples, clear definitions of terms, diagrams, and statements of purpose are needed because users with the sophistication required to use their products right out of the box are so rare. My experiences with *Micro-CShell*, *MT-C Shell*, *Hard Disk Tools*, and finally *Hard Disk Sentry* have taught me that there is a bit of gold there but that it is often hard to mine.

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MFD 720

There's a New Kid on the Block

Review by H. Earl Hill

Cords No More

If you are anything like me, you've grown to hate the clutter of cords that grow out of an Atari ST system like an octopus on LSD. There are cords for the drives, cords for the monitor, cords for the CPU, cords for the modem, cords for separate power supplies, and cords to plug in magic boxes (did I miss any?). So when the time came for me to buy a new double-sided drive (it doesn't take too much of an excuse, does it?), I laid down some criteria. One of these was that the power supply should be built in. After some searching, I came across a drive that appeared to have everything I needed. This also seems to fit in with the newer trend of freedom of choice for components where you want something to satisfy your individual requirements.

The result of this search: the Diverse Data MFD 720, from a new company (at least to me) in New Jersey. The MFD 720 is a 3 1/2" double-sided/double-density (DS/DD) Micro Floppy Disk Drive. It, from everything I have been able to determine, is 100% Atari ST Software and Hardware compatible, requiring no special software for successful operation.

Features

The MFD 720 is a departure from the Atari SF314 drive, and even more of a departure from the compact styling of a component drive such as the GTS-100 from Future Systems. The MFD 720 is larger than the SF314; it measures 9 3/4" deep by 6 1/2" wide by 2

3/4" high. It is finished in a light beige, blending nicely with the Atari ST colors. The power switch is on the front, in addition to the usual LED for indicating drive access. It has a heavy-duty metal housing, and the only way to describe it would be to use a somewhat worn-out phrase and say it's built like a tank.

The Input/Output cable is 36 inches long (12 inches longer than the Atari cable) thus allowing considerable flexibility of drive placement. The internal power supply has been built for heavy-duty use, and should be good for many years of service. The drive has no fan, so to compensate for this it has a massive heat sink which keeps it cool after many hours of use (a very necessary and practical approach for a built-in power supply). Warranty (Parts/Labor) is 90 days. Outlets for "daisy-chaining" as part of a two-drive setup are provided. Setting up is easy; it plugs into the ST like any external floppy disk drive.

Read/Write Aspects

As with all DS/DD or SS/DD floppy disk drives for the ST, the data handling rate is 250K bits/sec. The MFD 720, in ordinary use, reads and writes 80 tracks at a density of 135 tracks per inch and stores 320K bytes on each side at 9 sectors per track. With special formatting programs, this can be extended to 82 tracks, and if really pushed, it can go to 84, with 11 sectors per track. Of course, the greater the number of tracks and sectors, the greater the chances of errors, especially above 82. You

have to decide for yourself just how badly you want the extra storage capacity. Of course, the GEM Desktop Diskcopy function will not work with over 80 tracks. Access time is 3 milliseconds.

Documentation

The MFD 720 comes with a rather brief, plain-Jane, 10 page owner's manual. But really, how much can be said about a disk drive? There are sections on unpacking, care and safety, installation, trouble shooting and drive specifications. The manual does not say whether the drive can be left on and plugged into a main power strip, but Craig Shumer of Diverse Data says that this should not present any problem. It also says nothing about how far to locate it from the monitor.

For the more technically curious, it would have been nice if there were a few more details. For example, for a State-of-the-Art (S.O.T.A.) drive, it would be interesting to know if the PC boards are surface mount technology or not, and if not, why not. Also, it would be interesting to know a little more about the means used for the Read/Write (R/W) head positioning and its accuracy and reliability. Speaking of reliability, some information on the Mean Time Before Failure (MTBF) of the R/W head would have been helpful. For future comparisons, a realistic MTBF would be 12,000 in-use hours. This translates to perhaps five years of six hours per day operation. A little discussion on disk structure, storage capacity limitations, tracks, sectors, "twisted

formats," etc., would also have helped the novice considering venturing into the land of many tracks, extended sectors and faster formats.

Conclusion

Any complaints? No major ones of commission but several of omission for a S.O.T.A. drive, admittedly extending somewhat into the area of personal preference. For one, there is no folding dust cover over the front of the disk access slot. The drive is also a little noisier than I expected, being somewhat less than the Atari SF314 (early models) but more than the Future Systems GTS-100. A little vibration damping of the metal cover might have helped. I would also have liked to have seen

a Power On indicator or, alternatively, a lighted power switch. Also how about a write-protect LED? The drive does not have a flat panel display to show the track location of the R/W head. Under ordinary 9 sector 80 track conditions, this can be useful when you are saving a large amount of data to know when you are approaching the end of a disk. Besides that, it's fun to watch during those boring disk accesses! However, this can cause problems (e.g., with 82 tracks and 11 sectors per track) when you depart from ordinary conditions. In the long run, I guess it's a toss-up.

A Professional Drive

All in all, I was favorably impressed by the MFD 720. It

belongs in the category of a "professional," heavy duty drive. I'd like to see a six month or even a one-year limited warranty as confirmation of its reliability. However, I've run a large amount of data through the MFD 720 in a rather short period of time with no trouble at all. If you are looking for a physically solid, DS drive to increase your storage or to go with the trend to DS formats or to step up from your SS drive, this just might be the drive for you.

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PRESIDENT ELECT FORECASTS!

"Dukakis Doesn't Have A Prayer"

Review by Roger Abram

Computer Talks

Put the Ouija board back in the attic. Don't let your kids see you with those tarot cards on the coffee table. And for goodness sakes, tell that self-proclaimed political analyst at the office it's time to get back to work. It's no secret...you know who's going to win in November. Your Atari ST told you so!

Though the extent by which he'll win varies from session to session, *President Elect* (Strategic Simulations, Inc.) is predicting George Bush to be the next president of the United States!

Depending on which of the latest polls you follow, roughly 50% of the Current Notes readers are about to mutter, "I'll never buy an SSI game again!" and start thumbing through this issue for another article to read. Therefore, a few words on how the simulation works would appear to be in order.



For starters, the 1988 version of *President Elect* was compiled in mid-1987 and took into account the possibility of numerous political figures throwing their hats into the ring. Not only were the candidates of the latest primary season inclu-

ded, but also the likes of Elizabeth Dole, Mario Cuomo, Henry Cisneros, Charles Robb, and others. Each candidate was then rated on social views, economic views, foreign policy views, speaking ability, magnetism, and poise. My first problem with the program is that the manual doesn't state where or how these figures were calculated.

Here are the attributes assigned for Bush and Dukakis:

Views	Bush	Dukakis
Social	39	92
Economic	28	79
Foreign Policy	20	85
Overall	29	85

[Ratings: 0 (extremely conservative); 50 (moderate); 100 (liberal)]

Skills	Bush	Dukakis
Speaking Ability	6	4
Magnetism	4	4
Poise	7	6

[Ratings: 9 (good/high); 1 (bad/low)]

You judge for yourself how accurate these figures appear. The one that immediately sticks out is Bush over Dukakis in speaking ability by two points. I would rate them both at five.

When letting the computer run the simulation without any intervention, the only data you have to supply is the home states of the prospective vice-presidents, the rate of inflation for the past year, current unemployment figure, GNP adjusted for inflation, and a decision on the mood of the country. I obtained the figures below on September 9th from the Department of Labor and the Department of Commerce:

Current Unemployment Figure: 5.6
Inflation Rate for the past year: 4.1
GNP adjusted for inflation: 3.3



In *President Elect*, you choose from the following to determine the "national morale and self-confidence relative to the rest of the world:"

- 1 Shattered; fear and loathing
- 3 Signs of demoralization
- 7 High morale; America strong
- 9 High self-confidence; #1

Here I played it safe and generally picked a number between the middle categories, five, to characterize the mood of the country. At any rate, increasing the number (which I would feel more inclined to do) propelled Bush even higher above Dukakis.

Strategize

In the simulations that picked Bush as the winner, both Dukakis and Bush were managed by the computer. You can, however, play *President Elect* as the strategy game it was designed to be and manage either candidate or run as a third party candidate yourself. In fact, up to three different people can run their own campaigns to get

the keys to the White House. You can even recreate the presidential campaigns of 1960, '64, '68, '72, '76, '80, and 1984. How would Johnson do against Reagan? You can make your own variations, like Robert Kennedy against Jesse Helms. All told, the program has attributes for 69 past and present political figures.

The campaign is divided into nine weeks and each candidate starts out with 30,000 PAPs (Political Action Points) which are an abstraction of time, money, and effort. You determine organizational overhead, how much to spend on national advertising, regional campaigning, individual state campaigning, and campaign stops. During the first week, all candidates have the option of a trip abroad for establishing credentials as a statesman.

Each player takes a turn at the keyboard entering the above and at the end of each week a report on who went where and the latest poll are displayed. Using a map of the United States, the program shows which states are undecided and which are leaning toward a particular candidate.

Debates & The Media

During each week, the candidates express whether or not they want to debate. When a debate does occur, the players decide how many questions (between two and six) will be asked. After a question is asked, there is an initial answer phase followed by a rebuttal. The object here is to decide in what manner you are going to answer a question. For instance, one question asks "Do you believe the enactment of gun control legislation would be an effective deterrent to crime and violence?" During the answer phase, candidates decide what percentage of their time they want to use to

discuss relevant considerations, state own position, contrast position with opponent's, attack opponent's position, and kill time (dodge, anecdote, etc). The rebuttal phase has similar options. At the end of the debate, the computer rates the performances and picks a winner.

Although *President Elect* is an intriguing game/simulation, it is not without shortcomings. Trying to take into account all the possibilities and intangibles of an election campaign is impossible. One major omission is the impact of the media. Bad press tends to lead to even more bad press and then articles on how the candidate is handling the bad press begin to appear. A variable also needs to be added for how the candidates want their campaigns run: issue oriented or down and dirty.

The Final Results

Using the latest economic figures and the national morale rated at 5, *President Elect* is predicting that George Bush will soundly triumph over Michael Dukakis this November. In the best scenario, Dukakis will walk away with approximately 45 percent of the ballots but only 67 Electoral votes. Bush, on the other hand, will capture the remaining 471 Electoral votes and will become our president in January. If, however, the economic figures begin to rise, then look for a much closer election. [ST Ed Comment: Few will comprehend how deep the hurt, just to edit and clear this article for the Publisher, much less accept the predictions.]

[Strategic Simulations, Inc., 1046 North Rengstorff Avenue, Mountain View CA 94043, (415) 964-1353. List price is \$24.95.]

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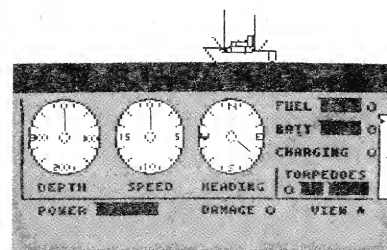




GATO

A WW II Submarine Simulation

Review by Ron Peters



Designed for the XE Game System and the XL Computer, this cartridge is programmed by Spectrum Holobyte, Inc., and retails for \$22.95.

The title screen shows a picture of a Cougar, which immediately caused some confusion since most cats don't like water, much less stalking boats under water! I looked at the package again, to see if perhaps the program was called GATOR (for that would make more sense), but sure enough the Gato-class subs were the backbone of the American sub fleet during WW II. What Gato's have to do with Cougars or submarines is beyond me, but who am I to question the Pentagon?

The second screen shows an outline of your sub, and offers the options of selecting normal play, a short demonstration, or the history and specifications of the Gato-class submarines. The demonstration walks you through most of the controls and is a nice feature for those who do not want to immediately read the 16-page manual, although the manual is very well written and documented.

The history/specification option offers text screens describing the history of the Gato-class subs and their contributions to the war effort, plus detailed specifications of the sub.

Option 1 puts you into the game, which asks for the current date so you can record your missions on the Captain's log, and a control screen where the level of difficulty (0-9), day/night operation, and the number of players can be selected.

You are the Captain of the Gato-class sub Growler (do cat's growl?), with your missions transmitted by morse code from COMSUBPAC. A typical message might tell you to intercept a freighter, carrying the latest enemy SJ radar system as cargo, near the island in sector 14.

Let's take that assignment and see how you would go about completing the mission. By pressing the space bar after receiving the message, you are placed in the main control room. Here you command the depth (up to 425 feet), direction, speed and power mode (diesel or battery). You also have readouts of heading (magnetic compass), diesel fuel, battery charge, air supply, number of torpedoes remaining, and which torpedo tubes are loaded.

By pressing "C" you gain access to the patrol area chart, where you can move your sub to any one of 20 sectors. In this case we want sector 14, which is accomplished by entering a password (Atari) and the x,y coordinates for that sector. This procedure allows you to quickly move around the patrol area, and reduces what would otherwise be a long trek from one end to the other. While submariners were used to long periods of time (weeks) under water, most game players wouldn't want to spend that amount of time at the keyboard. This tends to produce a condition affectionately called "monitor burn."

Once we are at sector 14, we can press "Q" (for quadrant) and get a close-up view of that sector, including the location of any islands and enemy ships. The relative speed and direction of the ships are also plotted on the charts. The islands don't move, unless you have spent too long staring at the monitor.

Aha, there's the freighter, moving northwest from the island at about 7 knots. You signal to "dive" and the warning horn cuts the otherwise quiet air of the con tower (actually, the program doesn't have a "dive" horn, but you can simulate this with your lips, adding a touch of realism to the game). Once you reach a depth of 20 feet, you switch to battery power, slowing your speed from 20 to 9 knots, and order "up periscope" (Shift *). There it is, about 3,000 yards off the port bow, trying to outrun its obvious fate—for the freighter has picked up the Growler on radar.

Since there are no enemy destroyers or patrol boats in the area, caution is chucked aside and you go in for the kill, swinging left about five degrees and slipping into easy firing range.

"Fire one....fire two!" (joystick button), sends a pair of 21-inch diameter torpedoes right into the freighter's engine room. A huge wave of blue water, followed by a flash of brilliant, white light confirms that you have found your target and sent it to Davy Jones, with compliments of the U.S. Navy. Piece of cake!

A "congratulations, mission accomplished" message flashes across the screen, and you are ready for your next, somewhat tougher assignment. Hitting the "M" displays the next message from COMSUBPAC, a

pilot reporting MAYDAY from sector 9. A night mission is suggested due to heavy patrolling in the area.

I won't describe the outcome of this mission, for not only did I fail to rescue that poor fellow, I found that trying to sink a patrol boat at night, even with the help of radar, is no simple task. Scratch one sub. This is difficulty level zero, folks, with nine higher levels available.

The radar screen, by the way, is an excellent tool for lining up your sub with the intended target, day or night. Digital readouts on the radar panel also show the magnetic compass heading, speed, depth, and the number of torpedoes remaining. It doesn't tell you, however, when you miss your target and subsequently get run over by an enemy patrol boat. You learn that from the warning sounds, the cracked periscope glass, and the blue water filling up your \$6 million sub. At this point, checking the damage control center is a trifle late.

The game controls are well designed, with the joystick controlling diving, surfacing and direction. The remaining controls are from the keyboard, and are easily learned as they are mnemonic.

As you can probably tell by now, I found the game quite challenging and fairly realistic, requiring

some tactical planning to survive the more difficult missions. However, there are some items that could stand improvement. Namely, the enemy ships are wire-frame outlines, with rather jerky movements. Ditto for the islands, although they usually don't move (see exception above). There are no range/distance indications on the periscope, so you crash a few times before you realize that coming too close to an island or enemy ships is not recommended by the Surgeon General.

Perhaps the biggest improvement would be an indication of the torpedo wake, so you could tell if your aim was true, or if you have to fire off another quick one before the destroyer does what its name implies.

Finally, the game offers the option to save the Captain's log to disk, so you can record the havoc you have wrecked. However, I never got this feature to work, despite several attempts and many references to the manual.

Also, at higher levels of difficulty (7-9), the morse code messages are not written to the screen. You are expected to copy the 20 words per minute code by referring to the manual. As a former military radio operator, all I can say is good luck!

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APPLEEAT

After a short pause, a pink worm appears on the left side of a red screen, and a stem and a single leaf on the right. Then an orange-yellow-white apple forms from the outside in. Slowly the worm approaches, then eats about 1/3 of the apple.

```
1 REM APPLEEAT
400 DIM Z$(28)
500 GRACCTL=53277:PMBASE=54279:HPOSP0=5
3248:RAMTOP=106:SDMCTL=559:HIBYTE=PEEK
(RAMTOP)-40:POKE PMBASE,HIBYTE
510 POKE GRACCTL,7:ADDR=256*HIBYTE
520 FOR Z=1 TO 28:READ Z1:Z$(Z)=CHR$(Z
1):NEXT Z
530 DATA 192,224,225,241,114,58,4,4,8,
8,16,16,8,8,8,28,28,42,73,0,31,21,31,1
4,4,0,0,0
550 AD1=ADDR+1024:FOR I=-256 TO 1024:P
OKE I+AD1,0:NEXT I
560 FOR I=1 TO 4:POKE AD1+110+I,255:NE
XT I
600 AD2=AD1-256+81:FOR I=1 TO 12:POKE
I+AD2,ASC(Z$(I)):NEXT I
610 AD2=AD1+256+110:FOR I=13 TO 28:POK
E I+AD2,ASC(Z$(I)):NEXT I
620 AD2=AD1+512+131:FOR I=1 TO 4:POKE
I+AD2,255:POKE I+AD2+256,255:NEXT I
640 GRAPHICS 9:POKE SDMCTL,62:POKE 623
,80:POKE 712,32:POKE 704,88:POKE 705,7
2:POKE 706,88:POKE 707,88:POKE 711,194
643 POKE 710,0
645 POKE HPOSP0,0:POKE HPOSP0+1,120:PO
KE HPOSP0+2,107:POKE HPOSP0+3,115:POKE
HPOSP0+8,2:SC3=1:XF1=47:YF1=100
650 POKE HPOSP0+7,166:POKE HPOSP0+6,16
8:POKE HPOSP0+5,170:POKE HPOSP0+4,172
680 LIM=22:LI2=10:PI=3.14159:T2=2*PI/L
IM:SC1=15:SC2=30:XF=60:YF=90:DIM A(LIM
,2):L=1:E=120:DIM B(LI2,2):T3=2*PI/LI2
710 Z=0:GOSUB 2000:FOR Z=1 TO LIM:T=T+
T2:GOSUB 2000:NEXT Z
720 T=0:Z=0:GOSUB 4000:FOR Z=1 TO LI2:
T=T+T3:GOSUB 4000:NEXT Z
900 FOR R=14 TO 1 STEP -1:COLOR 16-R:S
=16-R
1000 Z=0:GOSUB 3000:PLOT X,Y
1020 FOR Z=1 TO LIM:GOSUB 3000:DRAWTO
X,Y:NEXT Z
1030 NEXT R
1040 E=E+L:IF E<120 OR E>134+SC3/2 THE
```

```
N L=-L:IF E>130 THEN GOSUB 6000
1045 IF SC3>10*4+3 THEN GOTO 1045
1050 POKE HPOSP0+1,E:POKE HPOSP0+3,E-1
3:POKE HPOSP0+2,E-5:GOTO 1040
2000 A(Z,1)=SIN(T):A(Z,2)=COS(T)*(SIN(
T/2)+1):RETURN
3000 X=(SC1-S)*A(Z,1)+XF:Y=-(SC2-S/2)*
A(Z,2)+YF:RETURN
4000 B(Z,1)=SIN(T):B(Z,2)=COS(T):RETUR
N
5000 X=(SC3/4-U)*B(Z,1)+XF1:Y=(SC3-U)*
B(Z,2)+YF1:RETURN
6000 SC3=SC3+1:Z=0:COLOR 0:GOSUB 5000:
PLOT X,Y:FOR Z=1 TO LI2/2:GOSUB 5000:D
RAWTO X,Y:NEXT Z:RETURN
```

SIDRAY

A series of colorful diagonal lines appear one-by-one for five seconds or so and conclude in a cross which forms at the center points. After a short time the process continues until the screen is filled with these lines.

```
95 REM GO TO SUBROUTINE TO CREATE
96 REM SIMULATED GR.10
100 GOSUB 32000
105 REM GENERATE RANDOM NUMBER
106 REM BETWEEN 3 AND 5
110 LET C=INT((RND(0)*3))+3
115 REM :SETCOLOR REGISTERS
120 SETCOLOR 0,1,8
130 SETCOLOR 1,10,8
140 SETCOLOR 2,C,8
145 REM :SET QUADRANT FLAG
150 LET SIGN=1
155 REM :BEGIN NESTED DRAWING LOOPS.
160 FOR DO=1 TO 2
170 FOR DATA=1 TO 15
175 REM :ASSIGN DRAWING COLOR.
180 COLOR DATA
185 REM :PICK RANDOM X&Y COORDINATES.
190 LET X=INT((RND(0)*40))
200 LET Y=SIGN*INT((RND(0)*96))
205 REM :PLOT COLORED LINES
210 PLOT 40-X,96-Y:DRAWTO 40+X,96+Y
215 REM :INCREMENT COLOR LOOP
220 NEXT DATA
230 LET SIGN=-1
235 REM :INCREMENT SYMMETRY LOOP.
240 NEXT DO
245 REM :PAUSE TO APPRECIATE
250 FOR DELAY=1 TO 1000:NEXT DELAY
255 REM : DO IT ALL AGAIN!
```

```

260 GOTO 110
30045 REM :BEGIN FIRST INST. LOOP.
30050 FOR INSERT=DL+6 TO DL+98
32000 REM : A SUBROUTINE TO SIMULATE C
R.10
32010 GRAPHICS 8+16
32015 REM :LOCATE DDRESS OF DISPLAY
32016 REM :LIST
32020 LET DL=PEEK(560)+256*PEEK(561)
32024 REM : TURN OFF ANTIC CHIP.
32030 POKE 559,0
32035 REM : PLACE NEW INSTRUCTION OP.
32036 REM : CODES IN DISPLAY LIST.
32040 POKE DL+3,78:POKE DL+99,78
32045 REM :BEGIN FIRST INST. LOOP.
32050 FOR INSERT=DL+6 TO DL+98
32060 POKE INSERT,14
32065 REM : INCREMENT INSERTION LOOP.
32070 NEXT INSERT
32075 REM : BEGIN 2ND INSERTION LOOP.
32080 FOR INSERT=DL+102 TO DL+198
32090 POKE INSERT,14
32095 REM : INCREMENT INSERTION LOOP.
32100 NEXT INSERT
32105 REM : **CHANGE TIMING**
32110 POKE 87,10
32115 REM : TURN ON ANTIC CHIP.
32120 POKE 559,34
32130 RETURN

```

MAGIC SQUARE DEMO

A yellow-white square weaves in and out of what looks like a section of a baby crib gate. In doing so the square takes on a three-dimensionality. The blue "gate" framed against a black background is quite attractive. This program is reminiscent, in a rudimentary way, of some of the bouncing ball-type demos for the ST.

```

4 REM REQUIRES "GTIA" CHIP
5 DEC :DIM S(450):FOR I=0 TO 450 STEP
15:S(I)=SIN(I):NEXT I
10 FOR I=0 TO 49:READ J:POKE 1536+I,J:
NEXT I
15 A=PEEK(740)-8:POKE 54279,A:POKE 106
A:PMBASE=256*A:PB=PMBASE+511
19 REM PLAYFIELD
20 GRAPHICS 21
25 FOR X=1 TO 3:SETCOLOR X-1,8,2*X:COL
OR X:FOR Y=12 TO 62 STEP 24
30 PLOT X+Y,0:DRAWTO X+Y,47:PLOT 7+Y-X
,0:DRAWTO 7+Y-X,47:NEXT Y:NEXT X
35 PLOT 0,0:DRAWTO 79,0:PLOT 0,47:DRAW

```

```

TO 79,47
40 FOR X=13 TO 61 STEP 24:COLOR 1:PLOT
X+1,1:DRAWTO X+4,1
45 COLOR 2:PLOT X+2,1:PLOT X+3,1:NEXT
X
49 REM PLAYER
50 YMN=20:YMX=98:Y=YMN:F=1:ST=15
55 POKE 53256,1:POKE 623,1:POKE 704,30
60 POKE 559,46:POKE 53277,2
70 FOR I=PB TO PB+127:POKE I,0:NEXT I
80 FOR I=0 TO 11:READ J:POKE 960+I,J:N
EXT I
90 P=PB+Y:H=INT(P/256):POKE 204,H:POKE
203,P-H*256:POKE 205,0
99 REM ARCS
100 XC=120:FOR J=1 TO 3:FOR A=0 TO 350
STEP ST:GOSUB 180:NEXT A:NEXT J
105 FOR A=0 TO 80 STEP ST:GOSUB 180:NE
XT A:XC=168:FOR A=270 TO 10 STEP -ST:G
OSUB 180:NEXT A
107 FOR J=1 TO 2:FOR A=360 TO 10 STEP
-ST:GOSUB 180:NEXT A:NEXT J
110 FOR A=360 TO 280 STEP -ST:GOSUB 18
0:NEXT A:XC=120:FOR A=90 TO 350 STEP S
T:GOSUB 180:NEXT A
112 FOR J=1 TO 2:FOR A=0 TO 350 STEP S
T:GOSUB 180:NEXT A:NEXT J
115 FOR A=0 TO 260 STEP ST:GOSUB 180:N
EXT A:XC=72:FOR A=90 TO 10 STEP -ST:GO
SUB 180:NEXT A
120 FOR J=1 TO 2:FOR A=360 TO 10 STEP
-ST:GOSUB 180:NEXT A:NEXT J:FOR A=360
TO 100 STEP -ST:GOSUB 180:NEXT A
130 XC=120:FOR A=270 TO 350 STEP ST:GO
SUB 180:NEXT A:POKE 77,0:GOTO 100
149 REM MOVE
180 POKE 704,25+5*S(A+90):U=USR(1536,X
C+24*S(A),PB+Y):Y=Y+F:IF ABS(S(A))=1 T
HEN POKE 623,5-PEEK(623)
190 IF Y>YMX OR Y<YMN THEN SOUND 0,255
,1,8:F=-F:SOUND 0,0,0
195 RETURN
199 REM CODE
200 DATA 104,44,11,212,16,251,104,104,
141,0,208,169,0,168,145,203,104,133,20
4,104,133,203
210 DATA 166,205,160,11,189,192,3,145,
203,136,16,251,160,12,169,0,145,203
220 DATA 232,224,12,208,2,162,0,134,20
5,96
299 REM LIST
300 DATA 255,255,254,126,60,24,16,24,6
0,126,254,255

```


MYSTERY AND HORROR AT INFOCOM

Moonmist and The Lurking Horror

MOONMIST: Four Games in One

Review by Len Poggiali

Although I have been a devotee of Infocom's text adventures since first playing the classic *Zork I*, I must confess that I only have finished a handful of their games and, with the exception of one (*Wishbringer*), needed hints in order to do it. Recently, I had the opportunity to play one of the company's more current products—*Moonmist*—and, despite its being an "Introductory Level" adventure, I found myself resorting to purchasing the company's InvisiClues hint booklet in order to solve a few key puzzles.

Fortunately, the authors of *Moonmist*, Stu Galley and Jim Lawrence, have programmed four variations into their story so that cheating in order to solve one variation still allows the player the option of solving the other three honestly. The term "variation" is employed because each version does not represent a separate story, but rather contains a number of elements different from each of the others while still following the basic storyline for all four.

The beginning of the game finds you in Cornwall at the gates of Tresyllian Castle, a Gothic edifice if ever there was one. Your close friend, Tamara Lynd, has written you two letters from the castle, dated eight days apart. In the first, she announces that she is engaged to the handsome and dashing lord of the manor, Jack Tresyllian. In the second, she begs you (a well-known sleuth) to rush to her side because she believes someone is trying to kill her, perhaps the ghost of Jack's former lover, Deirdre.

After solving your first simple puzzle, you are questioned by the butler who asks you your name and title and favorite color (red, yellow, blue, or green). The color chosen determines which variation is played. The name and title allows for a certain amount of individualization within the program. For example, the first time I played, I used "Lord Leonard Poggiali," and for the rest of the program I was referred to as "Lord Leonard." Also, when I met Jack for the first time, he gave me a warm handshake. The second time around, as "Ms. Lenora," I was warmly embraced by Jack. When I kissed

him, Tamara stopped talking to me until I apologized. Such touches help keep the program fresh from variation to variation despite the fact that much of the basic narrative is the same throughout.

Apparently, you have arrived in time for a memorial dinner for Jack's deceased Uncle Lionel, a world traveler and the former Lord Tresyllian. Before dinner Tamara introduces you to a small group of people including Vivien, an artist and Lionel's former mistress; Iris, a conceited debutante Tamara suspects of being in love with Jack; Ian, a military man who is Jack's best friend but who also was involved with Deirdre; Wendish, a doctor who specializes in strange drugs extracted from plants; and Hyde, an antique dealer who covets many of the castle's priceless items. You may speak to each of these characters, asking them questions about the ghost, Lionel, Deirdre, themselves, or about each other. Sometimes their replies will aid you in solving the mystery; most of the time the two of you just will be chewing the fat.

In order to solve each variation, you must locate a number of clues which will help lead you to one of Uncle Lionel's hidden treasures, discover the identity of the ghost, ascertain the nature of the crime committed, and find enough evidence to arrest the guilty party. These are the major variables from game to game.

For an introductory level game, the puzzles were not as easy as I would have thought. Fortunately, there appears to be little chance, if any, of your being killed, nor is it necessary for the player to carry around innumerable objects, using them in mind boggling combinations (as required in most other Infocom games). As always, one should explore everywhere, examining everything.

To help you with your explorations, a printed map of the castle as well as descriptions of the major rooms are provided. The people at Infocom showed their usual cleverness by couching this information in a small tourist brochure welcoming tourists to "Tresyllian Castle: Home of the Tresyllian Family; Haunt of the Legendary White Lady." Be forewarned, however, that not every location in Tresyllian Castle is represented on the brochure. What would a Gothic castle be, after all, without a secret passage or two?

Placing many of the more detailed room descriptions in the documentation not only was clever, but it also helps ward off piracy and saves disk space for the

rest of the game. Even with that savings, the price of four variations comes somewhat high. The remaining room descriptions are sparse. More importantly, character descriptions and the level of interaction between characters lack the sort of sophistication found in similar programs (e.g., *Deadline* and *Suspect*).

A particularly annoying trade-off comes in the form of additional disk access time after each command is typed. Even the simplest statement or request requires a wait time of thirty seconds or so before a reply is forthcoming. The most outrageous case involves the "Wait" command. Avoid this one as much as possible because once you enter it, your wait time might be as long as 75 seconds, and rarely will you receive a reply for your trouble.

Mercifully, the authors have included a "Go To" command (e.g., "GO TO THE FOYER") which allows you to be whisked off to the named location without having to pass through everything between where you are and where you are going.

Despite my reservations, I can recommend *Moonmist* to anyone interested in reading a brief but enjoyable Gothic mystery without having to turn a page.

THE LURKING HORROR

Review by C.H.E. Firewick

If you have never played a role-playing game, follow along and see what you might be in for. I am not deeply into role-playing. I've tried the lighter ones (mostly PD) and come away irritated with the oddly phrased jargon used and the usually repetitive effects of some encounters. The *Lurking Horror* has changed, or at least modified, my outlook on adventure gaming.

You are given a packet containing the usual promotions for other Infocom games, an Atari XL/XE specific information card, and the game disk. Then you get to the interesting stuff: a 'critter,' which will aid in setting the mood as it sticks quite well to the TV/monitor screen; a "technical manual," which is a definite necessity if you haven't played an Infocom game before; a G.U.E. guidebook for freshmen; and an official looking student I.D. card. Don't lose this as it is needed during the game.

The guidebook sets the stage for your adventure and is written well enough so that you can easily get caught up in the idea that you are a freshman entering George Underwood Edwards Institute of Technology (G.U.E. for short). Included are pictures, a school building layout, a school song, ads for local stores, and sidebar articles, which seem oddly realistic. This booklet is provided to you by the G.U.E. Tech Social Committee, another touch to add to the realism.

In the game, you are a freshman at the end of the term, the night before your 20-page term paper is due. Naturally, all the dorm terminals are full, and the worst storm of the year is raging outside. So, you must brave the blizzard, nearly freezing in the process, and use a terminal at the computer center. This does not make you extremely happy, as students have been coming up "missing."

As you begin, you are at the second floor of the computer center in the terminal room (aptly named). You get to a terminal and log on (this is when you go back and read the manual again, instead of just skimming it). As you start working on your term paper, you realize "all is not right in River City," as you seem to be drawn into the terminal's screen. You awaken to a troubled dream—you hope it's a dream—and this is when you truly begin the adventure.

As with most role-playing games, there are tunnels, buildings, basements, and sub-basements to go through, so you may want to start off by doing a bit of exploring. You can copy the guide book's map as a good reference and add details like basements, items and their locations, stairs, people, and the like, to get you going. Also, you will be picking up items of interest or at least noting where they are for future reference.

You won't be able to get everywhere, however, until you solve some puzzles. Puzzles can be almost anything in this game: gaining access to a place, figuring out how to obtain an item, or unraveling the way to get past an adversary. Some clues come when you command something to be done. Then the program may ask you something odd like "which one?" Not all clues may pan out, but you may not be far enough along to know they are needed, so note these things along the way.

An optional feature that can aid you in your quest is the 'InvisiClue' hint book and map, which may be purchased directly from Infocom. Rather than give away the whole story at once, these books allow you to 'color' the 'InvisiClue' as much as you need to aid you in solving the riddle.

Without giving away too many solutions, I will introduce you to some of the characters you will be running into. Hacker, you will come to find out, is a true 'friend in need,' but greed is not one of his vices. The Urchin is a complete puzzle and should be handled 'deftly,' as he will do whatever is necessary to survive. The man of the hour, as it may take you that long to slip past him, is the Maintenance Man—a 'working stiff' with a limited outlook. The Professor is one of those tight-lipped academicians who is not phased by anything, a hard nut to crack.

Once you've made it this far, you might try finding where the rats lurk and the adventure, if any, beyond

them. During all this there are numerous side-trips that may aid you in resolving your difficulties with these folks, or end your life if you are not cautious. Beyond this you will be on your own.

Some of the nice features I found in this game are the following.

- ☆ Five save game positions and the ability to install the save disk in drive two.
- ☆ An "OOPS" command, so you don't need to retype an entire line after spelling one word wrong. This also doesn't count against you for your movement turns.
- ☆ The option to "talk" to those you meet, including telling them what to do on occasion.
- ☆ Three types of screen information: Brief, Superbrief, and Verbose.
- ☆ Abbreviated forms for most 'often used' commands.
- ☆ The ability to use 'real world' types of sentences, such as "UNLOCK THE DOOR WITH THE KEY."
- ☆ The multiple-commands-on-one-line feature, such as "TAKE THE RAT, PET IT, PUT IT IN THE BOX."

Some things were less than nice.

✗ The scoring system I am still figuring out. You

receive points for getting things and/or for going places and/or for completing tasks. Your score seems to be based on a scale of points out of 100 compared with a number of moves. I was able to be a senior with 30 points in 169 moves, yet I still am nowhere near solving the mystery.

- ✗ The lack of the game looking for and installing itself in a ramdisk. This would make for almost instant play when you get on a 'roll.'
- ✗ The number of 'dead' words. The documentation warns you that not all the words printed are usable, but it gets a bit frustrating when you say "open microwave door," and the program replies, "There's no door here."
- ✗ If you check your inventory, it counts towards your movement turns.
- ✗ No matter how many times you go south in the 'engineering building,' it only takes one move to be back at the 'infinite corridor.'

Overall, I would recommend this role-playing game highly. Even with the noted oddities, it is an addictive game that pits your strategy against a varied response.

[Infocom, Inc., 125 Cambridge Park Drive, Cambridge, MA 02140.]

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TWO FROM BAUDVILLE

Video Vegas and Rainy Day Games

VIDEO VEGAS

Review by Al Williams

Video Vegas is a simulation of the gambling casinos of Vegas. You are first greeted by Hacker Jack; then you go to the strip where you will see a neat demonstration of Atari 8-bit graphics. The scene is an animated, night view of the Vegas strip with cars traveling along a dual lane highway.

Pressing the Space Bar brings up a menu from which you can choose Lucky 7, Draw Poker, Keno, or Blackjack. The manipulation of the arrow keys and the Return key allows you to select the game that you choose. You start off with \$1,000 and take your bank roll with you from game to game.

Selecting *Lucky 7* takes you to the slot machines of Vegas. Operating numeral keys one, two, or three allows you to select the amount to be played. You may also play using the last amount that you selected, just by pressing either the Space Bar or the Return key. Pressing the Return key pulls the handle. The three wheels spin and come to a stop from left to right. Any winnings drop, and the winnings or losses are added to or subtracted from your bank roll.

This game is basically one of chance, but one feature that will make this game more interesting is that it is written in Basic, so you can easily get into the program and play with the odds, and then run the program with the changed odds. The odds that come with the program are 98% pay back—which is very good. I would say from

personal experience (after working with the slots in Charles County) that these odds are a lot better than you would really get. Pressing the [?] key gives you a list of the winning combinations and pay offs. Pushing [Esc] takes you back to the strip where you can select the next game.

The next game that appears on the menu is *Draw Poker*. This is a simulation of the Video poker games found in the casinos. You can bet from between one to five dollars, or play without changing the bet. You are dealt five cards face up. You may discard as many cards as you wish, and get new cards. A Royal Flush is the highest winning hand, and a Pair is the lowest. You may press [?] to get a list of pay outs. This game is more interesting since there is a greater level of skill involved. Once again, operating [Esc] takes you back to the strip, and operating the Space Bar takes you to the main menu.

Your third choice from the main menu is *Keno*. The game of Keno is very similar to Bingo except that you get to choose the numbers that you think will win. You can bet from one to five dollars. Using the arrow keys and the Space Bar, you select up to 15 of the 80 numbers on the board. The "c" key will clear the marked spots if you change your mind. The Return key starts play. Once again the [?] key will show you the odds. This game is one that is all luck. There is no skill involved. Its main interest is seeing just how poor your chances of winning are in some of the Casino games. Pressing [Esc] once again takes you back to the strip, and then to

the main menu.

The last game that you can select is *Blackjack*. Here we find that the best is saved for last. This game is deceptively simple to play. It is very easy to learn, but to master the skills necessary to play well can take time, study, and a lot of practice. Fortunately, *Video Vegas* allows you all the time you need to practice, and it makes the studying fun.

In Blackjack, you can select from one to four decks of cards. The cards are shuffled, and then you place your bet. You can bet from two to twenty dollars, in increments of two dollars to prevent uneven pay-outs. The rules follow the standard Blackjack rules. The basic object of the game is to be the player to get closest to twenty-one without going over. The dealer always has certain rules to play by, and if you play by those same rules, you have an even chance of beating him. But to make it more interesting, you can learn how to "count" the deck(s) being used in the game and end up with the odds being even better. The instruction manual gives some simple tips on counting, but the instructions recommend that you get a book that explains counting in greater detail. Video Vegas is the ideal teacher in this respect.

All in all, I would give *Video Vegas* a very high rating for anyone who is interested in card games. The one game that makes the whole package a good value is Blackjack, although if your interest is in either seeing how the programming works in a well-written professional package, or if you enjoy games of chance, then you

may find any of these games to be interesting.

While this program may be written in Basic, you don't have to be concerned that the games are slow. There are many machine language subroutines which make the games run very quickly.

The instructions are well written. They explain how to operate the program, and how to play the game if you haven't any experience with the real card game. They also give you some tips on winning methods. Best of all, they manage to do this very clearly and briefly. You'll find that this game will have all the appeal that card games have had throughout the centuries.

The program is not copy-protected, so you can make back-up copies.

RAINY DAY GAMES

Review by Lincoln Hallen

Rainy Day Games was designed so that any child familiar with the computer can play three simple card games with minimal assistance and no reading skills. I had my doubts when checking out the software whether a four-year-old could really use it. I was able to put it to the test when my four-year-old nephew Josh (four years old on the very day he tested it out) came for a visit. I was pleasantly surprised that he was able to use the software so easily, move from one game to another, and use the joystick so effortlessly.

The three card games are the classics kids play and the first ones usually taught to them: Old Maid, Go Fish, and Concentration. After loading in the software, four pictures are displayed: the three games and an "options" menu. The options menu allows you to select different categories of the game, including:

- **Input device**—which allows the player to select keys or a joystick to control action.
- **Level of play**—beginner, smart or genius levels.
- **Sound**—whether you want it on or off. The sound is used to reinforce actions and make the games easier to learn.
- **No. of players**—can be two, three or four players when playing concentration. One of the players is the computer's Ted Bear.
- **Pairs**—for the concentration game you can select 7, 15, or 25 pairs of cards to try and match up.

Whatever changes you make can be saved to disk.

In *Concentration* a group of cards is dealt face down. Then you turn up two cards at a turn in order to match the pictures on the card. The winner is the one with the most pairs.

The object of *Old Maid* is to stick the computer with holding the old maid card. The player picks the cards to match by using the joystick or keyboard.

In *Go Fish* your objective is to have the most pairs by the end of the game. Movement is also controlled by the joystick or keyboard. Go Fish was a little harder for my four-year old to understand because of the multiple movements of the little bear.

The programs seem to take an inordinate amount of time to load. You can take a little nap when changing from game to game.

The graphics are quite good for an 8-bit game. However, it did get hard to see some of the figures on the cards when too many of them were displayed at the same time.

Outside of using the joystick for the bear's movement, the only other keys which the little tyke had to learn were the "Return," "Esc" and "Space Bar" keys. He handled these very well.

The sound was not real creative but did help out in responding to certain movements and conditions. The only suggestion may be to have a victory song if the kid wins.

During all the times the package was used, we never were knocked off or locked up by doing something wrong. Old Maid and Go Fish are just pure luck sort of games, and at the lowest level the child can usually win, but not all the time! It is good to know that you can't always win. Concentration, on the other hand, requires more than just blind luck. It takes either cheating or concentration. Since it is hard to cheat playing with the computer, you are forced to use your mind. On the beginners option I was very pleased by the fact that the computer seemed to forget what it previously turned over but would help the kid out by trying to reinforce where possible combinations were located. The child is not allowed to make wrong moves. The little bear will shake its head if he or she does something wrong.

Another interesting feature for a little kid who can't read occurred while on the option menu. If you can't figure out what is wanted and just sit there staring at the screen, as Josh did, the computer will take over and simply take you back to the main picture menu.

The simple one-page instruction guide was sufficient for an adult to get the little monster on the right track.

If you turn in your registration card the disk is warranted for 90 days. After that you can buy a backup at a discount price. There is a long distance number available for product support.

(Baudville, 5380 52nd Street SE, Grand Rapids, Michigan, 49508. List price for each game is \$29.95. For the Atari XL/XE with 64K and 1050 or compatible drive.)



By Joe Lambert

It's starting to get cooler outside (and inside for those of us without air conditioning), and many of us, who have been neglecting our STs are now beginning to think about them again after a summer of outdoor activities. One of my favorite computer activities is buying "stuff" for it (my wife hates that one). I mean, it's not enough to just buy an ST, the fun is buying "stuff" for it.

What kind of "stuff" do we need (want) for our old trusty ST? Well, you need a double-sided drive. If you already have one you need two, if you already have two you need a 20 meg hard drive. Do you see where this is going? After all that, bigger hard drives are needed, printers, 24-pin printers, color 24-pin printers, laser printers, modems, 2400 baud modems, 9600 baud modems, digitizers, scanners, midi keyboards and the list goes on and on.

Remember when you had a ATARI 8-bit and a tape drive for an I-O device? You thought that was all you needed. Then, after months or years of saving and pleading with your wife, you finally got your disk drive. Within the first week of having your drive, you thought "I must have been crazy to wait this long to get this thing, I can load *CHOPLIFTER* in 30 seconds instead of waiting 10 minutes. Why didn't I take out a loan?"

Well, it's been along time since then, and I for one have learned my lesson. If I want something for my computer, I figure I had better not take a chance. I get it soon so I do not end up feeling the same way I did about that first drive. The key I

have found to getting all the "stuff" my computer needs is bargaining with the wife. You know, "If I get my hard drive, you can get that new couch (or whatever) you've been wanting." It's either this or get a second job.

This month's disk of pictures is brought to us by a friend of mine, Rafael Nunez. Rafael, formerly from Illinois and now in Florida, is also known as "The Road Warrior." Some of you out there have seen some of Rafael's work uploaded on BBSs around the country. If you have not, do yourself a favor and order this month's disk. Rafael is involved in many ATARI activities including being a sysop of SAR (Southern Atari Remote).

Included on Lambert Pics No. 3 are 12 Degas Elite picture files: boat, bruce, carol, catstvn, cindy, emberg, fantasy, favour, house, jacko, klingon, lin and dslide.prg to show it all.

Rafael produces his work by digitizing a picture on our old buddy the Amiga (why doesn't someone make a "great" digitizer for the ST, sorry Color ComputerEyes you're just "good") and then ports it over to the ST and reworks it with Degas Elite. I don't think I have seen any digitized ST pictures any better than Rafael's.

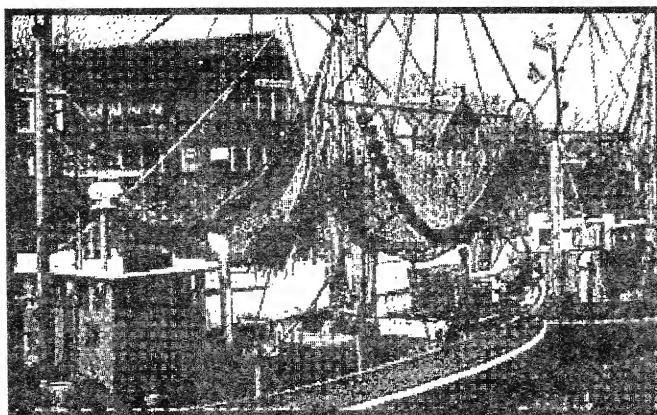
Rumor has it that Rafael may have a disk of SPECTRUM 512 pictures featured as one of ANTIC's "The Catalog" products.

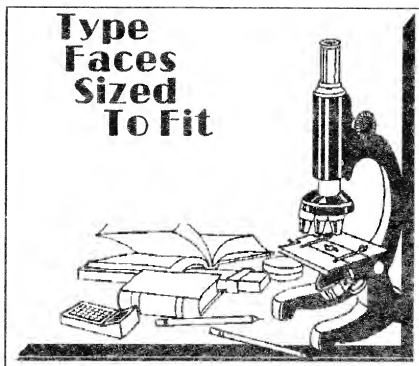
Besides being an ST artist, Rafael is a technician and has been doing several interesting modifications to ST's. One mod is putting his ST's guts into an IBM-style case with everything--

floppy drives, hard drives, power supply, etc.--inside. Another is fitting a standard third party IBM-style separated keyboard to the ST. This last upgrade Rafael is planning on selling to users wanting such an upgrade. It will be a simple plug-in upgrade that the user can do himself. Think of using MS-DOS software with PC DITTO with the IBM keyboard upgrade on your ST. Scary isn't it. Anyone wishing to get more info can contact him (the sysop) on the SAR BBS 305-386-9764 (300-2400 baud). Let him know Joe sent you.

Remember, send in those new picture files for trade and benefit yourself and the other CURRENT NOTES readers with some new pictures for their desktop publishing programs, animation applications or just their slide shows. Send to: Joe Lambert, 1116 Woodlawn Ct., Pekin IL 61554. You'll get file for file some of my nicer pics in trade and a list of my available files for future trades. Special thanks to SCAT, a great Chicago-based user group for trading picture files from their PD library with me earlier this summer. Many of them will be finding their way onto CURRENT NOTES picture disks in the future.

Next time, I'll be talking about my favorite software and hardware for creating and manipulating ST pictures. I hope to include my favorite PD programs on my disk of the month.





Fonts Galore. There have been a few questions raised in the last few months concerning how to import additional GEM fonts into the Timeworks desktop publishing program, *Publisher ST*. New utility programs like Neoept's *FONTZ!* have suddenly made a lot of public domain fonts (including those devised for other machines such as the Macintosh) available for our use without tying us to a specific point size. It would appear to be a simple matter to use these new fonts (once they have been converted to GEM standard) in any number of GDOS-based programs such as *Easy Draw*, *Microsoft Write*, *WordUp*, or *Publisher ST*. Of the foregoing list, the first three are a snap (in relative terms only—wrestling the dreaded GDOS monster to its knees is never an easy task). Indeed, most of the GDOS gurus seem to have had little difficulty with most of them, but *Publisher ST* has given even some of them fits. Let me assure you it can be done without a lot of pain if you follow these simple directions.

Not an Easy Hack. I do not wish to make light of the task of hacking your way through this procedure. Those who have successfully executed it can be justifiably proud of their accomplishment. I happened on a method of completing the feat early on, and then promptly forgot how I did it. After a hard disk head crash I had to go back and reconstruct a number of my files (real men don't back up their hard disks, you know) and I found adding fonts to *Publisher ST* enough to drive me to drink. I finally called the company technical support line and they were kind enough to tell me how to do it. I will share the method with you here.

The problems come about

Techniques for Desktop Publishing Importing Fonts into Publisher ST

By Milt Creighton

partly because of the nifty installation program Timeworks has included on the master disk. With this program, *Publisher ST* is automatically set up with the proper screen and printer fonts placed in the GEMSYS folder along with the proper printer driver, GDOS is placed in the AUTO folder, and an ASSIGN.SYS file is then constructed and placed in the root directory of your boot disk. Once you have run the install program you are prompted to run the FONTWID.APP program. This program measures the fonts and creates another file called PUBLISH.WID. It is this latter file that causes all the problems when you try to add additional fonts. You must delete it.

Return to Camelot. Let's say you want to add an Olde English font to *Publisher ST*. The Camelot font provided on the *FONTZ!* disk will do nicely. Once you have scaled the proper printer and screen fonts to the sizes you desire, copy them to your GEMSYS folder. Now you need to check to make sure you don't have more than seven fonts currently loaded into *Publisher ST*. There is a limit of eight at present. If you already have eight, you'll have to eliminate one entire font from your ASSIGN.SYS file. You don't have to actually erase the fonts from your GEMSYS folder, just load your current ASSIGN.SYS file into a text editor or a word processor and erase the file names of one entire font. Remember to erase both the screen and printer fonts.

While you have the ASSIGN.SYS file loaded, add the names of the new font you wish to use. In our example I would type in ATCM14LS.FNT, ATCM18LS.FNT, ATCM24LS.FNT, ATCM36LS.FNT, and for the screen fonts: SHCM14AS.FNT, SHCM18AS.FNT, SHCM24AS.FNT, and

SHCM36AS.FNT. Now you must save the new ASSIGN.SYS file back to the root directory of your boot disk. Be careful to save the file as an ascii text file. By that I mean, it can't be a formatted word processor file. It must be saved in an unformatted state. Also, be careful not to leave any blank lines in the file too. Now we're almost home.

Ready Made Font Packs.

The next thing you have to do is search for and delete the old PUBLISH.WID file. Now run the FONTWID.APP program so that a new PUBLISH.WID is created and we're finished. Reboot your system and run *Publisher ST*. Your new font should appear on the menu bar.

This procedure may sound a bit complicated to you. If it does, you still have one additional option. Timeworks will be coming out with several font packs within the next two months which contain a number of new fonts for use in *Publisher ST*. Timeworks will also include a program on the disk to automatically copy the new fonts into the GEMSYS folder and patch the ASSIGN.SYS file without the need for much direct human involvement. If this sounds good to you and you are willing to spend the money, then by all means wait.

A Monster Tamed. In the meantime, I intend to continue to use the public domain program *Superboot* which allows me to select from among many ASSIGN.SYS files on bootup. I have different fonts listed on each and choose the one I intend to use for that particular session. *Publisher ST* and *FONTZ!* have together tamed the dreaded GDOS monster and opened wide the possibility of unlimited fonts. We are the ultimate winners!

SHADOW

Lets You Take Control of Your Computer

By Donald C. Lyles

Multitasking?

For some time now I have been searching for software which would allow my ST to do multi-tasking. By multi-tasking I mean that I want software which will allow me to literally do two things at one time. For instance, I occasionally like to download/upload files between friends and host computers. However, in doing so, I cannot use my computer when it is tied up doing file transfers. But, now I have really found a program that will give me control of my computer while downloading or uploading. I can actually finish work on my database or write a letter or work with my spreadsheet while another part of my ST is transferring files. I can even write to my floppy disk or hard drive or print a file on the printer.

Background Mode

Shadow is the only program that I have found which will effectively allow the ST to perform as a true multi-tasking machine. What *Shadow* actually does is to permit file transfers thru a modem in what is termed background mode. This background mode is set up so that the file transfer goes on uninterrupted while freeing the computer for active work at the keyboard and to perform I/O operations. Something else which is amazing is that according to the advertisements by the publisher, Double Click Software, and proven by my own tests to date, this program is compatible with any other program regardless of whether it is GEM based or not. That means that you could be

playing your favorite game while updating your files with the latest on GENIE or COMPUSERVE.

Shadow comes in two parts, a desk accessory, which is a complete stand alone terminal transfer program, and the main program. It actually partitions a block of memory in your computer for receiving or sending files. This block of memory is only addressable by *Shadow*. In order to help make this file transfer buffer indestructible, *Shadow* creates its own reset-proof ramdisk. Once the computer has been configured by a cold start and loaded with the *Shadow* accessory, file transfers can be initiated. You can exit *Shadow* and do virtually anything else, even hit the reset button, and the file transfer will continue without interruption or any decrease in speed of either the file transfer or the current program in which you are operating.

What else could make this program a technical marvel? Let's just assume that you have a favorite communications program and that you want to integrate features of it into *Shadow*. If your favorite program has a dial directory with a .DIR extension you can incorporate that into *Shadow*. Suppose that your favorite program is *FLASH*. Believe it or not, *Shadow* can be used with version 1.6 of *FLASH*, allowing *FLASH* to call up the *Shadow* routines without further instructions. Included on the disk is a program that, when run, will update previous versions of *FLASH* (versions 1.51 and 1.52) to version 1.6.

Really Working?

How do you know the program is working while you are drafting that latest resume? On the top of the right hand side of the screen there's a number counter, which, like most communications programs, ticks off the number of blocks. Also, a bell sounds upon the completion of the upload or download of the file. When you hear the bell (or if you have been watching the counter) you can exit whatever program you are working with and go back into the terminal mode and download or upload another file. You can either save what you have accumulated in the transfer buffer to your storage device or printer, or wait until just before shutting the computer off.

Shadow makes extensive use of dialogue boxes. If your transfer buffer is not large enough you get an error message, "buffer too small", or when using the dialer, a dialogue box appears to assure you that you are "currently dialing." *Shadow* supports the following transfer protocols: X-Modem (all current forms), Y-Modem Batch, B-Protocol, and ASCII. *Shadow* also supports baud rates ranging from 50 to 19,200.

I must admit that I did have difficulty with one aspect of *Shadow*, but was able to work around it by trial and error.

Incompatible?

Shadow and *Deskart* do not like each other! However, I have found in many other cases that *Deskart* is kind of a hard fellow to get along with. Solution? Boot the

computer with the Shadow accessory first. If you are using *Shadow* as a stand alone program, enter the terminal mode and start your file transfer. Then if *Deskart* is desired, hit the reset button with the *Deskart.ACC* file in your storage device and work away. When you are ready to go back to *Shadow*, do a system reset with *Shadow.ACC* on your storage device and *voila* there is your file intact. *Shadow* works with any ST (color or mono). The more memory you have, the larger your transfer buffer. I can't praise this program enough. After all, haven't you become bored while waiting for a file to be transferred so that you can get back to work on something else? Let's go with the old adage that time is money, and in this case \$24.95 is well worth the constant saving in time.



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*STAR Gemini 15 printer	\$599	\$169

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These disks contain Mac programs for use with the Magic Sac and the Spectre 128 Macintosh emulators. Disks are \$4.00 each. Order from CN Library, 122 N. Johnson Rd, Sterling, VA 22170. Add \$1/6 disks for S&H.

M0: MAGIC SAC. Version 4.52, (or the most recent ver) of MAGIC program.

M2: TELECOM DISK No.1. BinHex 5.0, Free Term 1.8, FreeTerm.Doc, Kermit, Packit III (V1.3), Stuffit 1.0, TermWorks 1.3.

M3: UTILITY DISK No.1. DES, Font Doubler, MacDump, Mini Finder, Packit III (V1.3), Reverse Screen 1.0b1, RMover, Scan, Set File, SLICER, Version Reader 1.1, Write Stream.

M4: GAME DISK No.1. Backgammon, Bash Big Blue, Curves, MacLuff, MacYahtzee, Maze 3D, Meltdown, Missile Command, Munch, PepsiCas, Smile, Snow, Solitaire, Space Bubbles, Vax Runner II.

M5: DISK LIBRARIAN. Disk Librarian V1.82A. Disk Librarian Doc, Short Doc. Contains listing of CN MAGIC LIBRARY.

M6: GAME DISK No.20. Ashes, Black Box, Destroyer, HexPuzzle, Killer Kalah, MacPoly Demo, Office Attack, Point Symmetry Demo, Snake, Solitaire, Trophy List, Wall Game, Wheel.

M7: GAME DISK No.3. Ashes, Break the Bricks, Deep Ennui, Go, Mac Gunner, MacBugs, MacCommand, MacYahtzee, Wiz Fire 1.1

M8: DESK ACCESSORIES No.1. 45 individual desk acc. from Art Thief to Zoom Idle.

M9: UTILITY DISK No.2. Bind Icons, Change Appl. Font, Convert Desk Acc., Desk Accessory Mover, File Hacker, FontDoubler, Index, MakeScreen, MicroFinder, PurgeIcons, RamAStart 1.3, REdit, ResEd, SelectPaint, Show Version, User Interface Demo.

M10: GRAPHICS DISK No.1. Amy, Artisto, ball demo, Big Ben, Brooke, Bugs, Curves, Display Message, Dragon, Fighting 51, Fourth Dimension, GARF, HotSex!, Liar's Club, Living Art, Max Headroom, Moire 3.0, Nightmare, Optical Illusion, Paint Grabber, Painter's Helper #1, Pattern*, Pisces, Rotations, Saddle, The Fourth Docs, ViewPaint 1.5.

M11: PRINT UTILITIES. Coventry-12, Disk Labeler, Fast Eddie, Font Mover, Ink, MacWrite 4.5 to Text, miniWriter, MockWrite, Pica-10, ReadMacWrite, Walla Walla-9.

M12: MACBILLBOARD. Chipmunks, Donald & daisy, Goofy At Bat, Announcement, Babe Ruth, Carroprint, Classic Illusions, Escher, Escher Hands, MacBILLBOARD (MacPaint clone), Max, Mickey and Minney, mm, Quick Tour, T-Shirt.

M13: FONT DISK No.1. Akashi, AlgBlurb, Algebra, Athens, Boxie, Dover, Geneva, Hood River, ImageWriter, LED, London, Los Angeles, Luxor, Mars, Monaco, Park Ave, Pica, Ravenna, Rome, Runes, San Francisco, Seat-tie, Steel Brush, Ultra Bodoni.

M14: FONT DISK No.2. Bookman, Courier, Coventry, Dali, Genevava, Hebrew, Manteco, Shadow Box, Sri Lanka, Times, Walla Walla, and font display 4.6 w/docs.

M15: GAME DISK No.4. Alice, Amps 3.0(B2), Bricks, Canfield 2.0, Iago, Lets Get Tanked!, MacHeads, Nim, Space Attack, Third

Dimension.

M16: FONT DISK No.3. About Lachine, Alice, Avante Garde, Berkeley, Broadway, Camelot, Cartoon, Centura, Chancery, Eon, Exeter, Fallingwater, Fantaste Key, Fantaste!, Future, Ham, Helvitica, Hollywood, Lachine, Lineal, Madrid, Pittsburg, San Quentin, Silicon Valley, Stencil, Unicol plus DAFont2.da and SysFonts.da.

M17: DUNGEONS OF DOOM 4.0. Graphic adventure game.

M18: DESK ACCESSORIES No.2. 29 more desk acc. from Alarm clock to Timer.

M19: PINBALL CONSTRUCTION SET GAMES. Pinball Construction Set Player plus 12 Games: Apple, Black Hole, Face, KalinBall, Madonna, Minute-Mag, Patchwork Mess, Phantom, Pure-Gemme, Samurai, The Royal Pain, Wizards Lair.

M20: GAME DISK No.5. Chase'Em, Crystal Raider, Daleks, Golf MacWay, Kill File, Kill, King, King.MacWrite, On-The-Contrary, StuntCopter1.2.

M21: GAME DISK No.6. Guess, Hacker's Contest, Hot Air Balloon, Match, Ramm1.0, Third Dimension, Trick-Track, Utaan Attack, Zero Gravity.

M22: GRAPHICS DISK No.2. BlowUp 3.0, BlowUp Notes, CalendarMaker 2.2.1, Dynamo, Graphic, MadMenus, Math21, Rays, Simutree, Spiro, Tree, Vanlandingham.

M23: VAMPIRE CASTLE. Graphic adventure game.

M24: DEEP ANGST. Graphic adventure game. 1Mb ST only.

M25: GAME DISK No.7. Billiards, Cross

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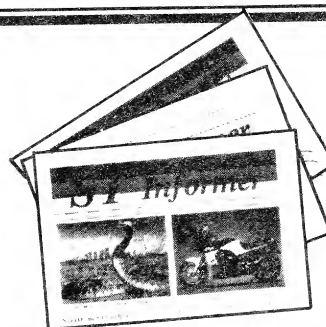
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CURRENT NOTES MAGIC/SPECTRE LIBRARY

Master Demo, Flash Cards, Hangman-9.0, MacLuff, Master Guess, Safari 1.0, Venn.

M26: GRAPHICS DISK No.3. 3D Sketch, AniRama, Bin/Graphics, Brownian Motion, Control, Fractal Contours, Fractals, Icon Collector, Julia, MakePaint, Melting Clock, Small View, ShapeArt, StarFlight, Window Demo.

M27: UTILITY DISK No.3. Browse/Shazam!, Clocks: analog & digital, Edit, FEdit 3.0, launch, lazymenu, Magic Beep 1.0, Menu Editor, microFinder, Quick Dir, Quick Print, Ram-Start2.0+, Road Atlas, ShrinkToFit, SignEdit, SortMenu, SortMenu Code, SuperFinder4.0, TabsOut, Unprint, WayStation.

M28: RED RYDER 7.0. Red Ryder 7.0, Red's 7.0 Stuff, RR7.0 Macros, RR Docs.

M29: PCS PLAYER No.2. Pinball Construction Set Player plus Games: Circus Circus, D & D, Diadora, Max, Merlin, Modern Mistress, Queston, The Royal Pain, Twilight Zone, Whazit.

M30: GAME DISK No.8. Bowl-A-Rama, MacTrek 1.1, Mystery Box 1.0, Shots, Star Trek Trivia Quiz, WindowBlaster 1.0.

M31: BLACK WIZARD. Graphic adventure game by Richard Loggins.

M32: FONT DISK No.4. Canberra, Chicago, Humanistic, Music, New Dali, Palencia Application, Palo Alto, Pioneer Shadow plus F/DA sorter and Font Tester.

M33: CLIP ART No.1. AirCraft, Business, Car Logos, Cars & Trucks, Clip Art Demo, Disney, Eyeballs, Flowers, Misc, Seasons, Trees1, Trees2, ViewPaint 1.5.

M34: GAME DISK No.9. 1000 Miles, Asteroids, Cairo ShootOut!, Donkey Doo, Duck Hunt, Pente 1.0.

M35: FONT DISK No.5. Beehive, Beverly Hills, Boise, Chicago, Courier, DeStijl, Ham, Happy Canyon, Helvetica, Mod. Chicago, Old English, Square Serif, Sri Lanka, Worksheet.

M36: CASTLE OF ERT. Shareware graphic adventure game.

M37: MAC-A-MUG PRO DEMO. Version 1.0. Create your own mug shots by combining a variety of different facial features.

M38: VIDEO WORKS PLAYER #1. PD player for Video works animated screens. Includes 11 movies.

M39: DEMO DISK #2. Demos of Anatomiser (learn human anatomy), DeskPaint (desk acc MacPaint clone), and SuperPaint (graphic program with both MacPaint and MacDraw features).

M40: HACK, Version 1.03. Game is similar to Rogue, includes manual with full docs.

M41: RADICAL CASTLE. Graphic/text adventure game.

M42: FONT DISK No.6. 15 new fonts: Berlin, Boston II, Courier, Dorza, Highwood, Micro-Boston, MiniBoston, New York, Palo Alto, Sparta, Stiletto, Symbol, Tatooine, Venice, Wartburg.

M43: UTILITIES No.4. DiskDup+, MacSnoop 1.03, RamDisk+ 1.4, ResTools 2.01, Oasis 2.01 (HFS), Font Librarian (HFS), Switch.

M44: FONT DISK No.7. 18 new fonts: 42nd Street, Aldous, Art Deco, Ascii, Blockbuster, Border, Clairvaux with docs, Coptic, Deep Box, Ivy League, Klingon, Las Vegas, Little Box, Madrid, Memphis, Minneapolis, Rivendell, Spokane.

M45: GAME DISK No.10. Blackjack 4.0, Gunshy 1.0, Humpback, New Social Climber, Panic, Puzzle 1.0, Star Trek Trivia Quiz, Video Poker.

M46: DA DISK No. 3. 35 new DAs: 3D Tic-Tac-Toe, A-Bus ID Poker, Abacus, Calendar, CheapPaint, Collapse, ConCode, Crabs2, DAFile, DAFont, DispMsg, Double Apple, Executive Decision, FatMouse, FixPic2.0, Flow, Fun House, Func Keys, Font, Idle, Key-Mouse, KnockOut, Multi-Scrap, MW to Text, New MiniDots, Orig Clock, PaintDA, Poker, ProCount, Ruler, Tiler1.5, Timelogger2.11, Utilities, Wrap, WXModem, Sample It.

M47: GRAPHICS No.4. Cursor Designer, Earthplot3.0, Graphics2.0, Mondrian1.0, MotionMaker2.0, Moving Finger, Wallpaper, Zoomation.

M48D: HYPERSTACKS No.1. Address, Databook, Fractal, Funy Day, Home Desk, HyperNews 1.2, HyperZoetropes, MacGallery, MacVermont #2, Notebook, Periodic Table, and ResEdit IPS. (Double-Sided)

M49D: HYPERSTAKCS No.2. Ear, Illusions, Passing Notes, Shipstack, Silly, and US States V2. (Double-Sided) NOTE M48 and M49 require HyperDA and some form of DA tester (Sample It! on M46 or DA Tester 1.5 on M8 or M18).

M50: FONTS #8. Alderney 9-48; Cairo 18; Cyrillic 12; Greek 10,20; Paint 18; Playbill 12,18,24; Rehovot 10,12,20,24; Runes 12,24; Washington 12; Zodiac 18.

M51: GAME DISK NO. 11. Bouncing Balls, Fire Zone, Mac Word Hunt 2.0, Out Flank, Risk and Word Search.

M52: CLIP ART #2. 27 files: Al&Jimmy, Americana, Arrows, Bigger Guys, Billboards, Borders, Cars, Cartoons, Cats, Celebrities, Egret, Famous People, Farm Animals, Good Guys, Gorilla, Hopefuls, Little Guys, MacLectic Clip Art, More Little Guys, Presidents, Rain/Chef, Skier/Football, Skylines, Space/Race, Statues, Tennis/Running, Wine & Beer.

M53: GAME DISK NO. 12. 3D Checkers 2.0, Bills Casino, BMX-The Racing Game, Helo-Math, Mouse Craps.

M54: DEMO DISK NO.2. Full working version of the program Design (no save feature). Includes five sample charts and full documentation.

M55: CLIP ART DISK NO.3. 26 clip art documents in MacPaint format. Animals, arrows, books, business, calendar, computer, disk, files, geography, holiday, houses, icons1-6, mail, memo, misc 1, misc 2, money, music, office, people, and symbols.

M56D: HYPERSTACKS NO. 3. Contains only 1 hyperstack, Atkinson's 786K Clip Art Stack, with 500 pieces of clip art. Disk is double-sided and requires HyperDA to use it.

M57: GRAPHICS NO. 5. Contains 6 graphics-oriented applications or DAs: Micro Film Reader 1.4, Bomber, Iliana II, Preview, Super Ruler 1.1, and XVT-Draw. Most files come with full docs.

M58: GAMES NO. 13. Klondike 3.6, Space Station Pheta, Mac Concentration, Sitting Duck, Hot Air Balloon 2.1, Think Ahead+ 2.0.

M59D: DEMO DISK NO. 3. Fully working demo version of Kaleidagraph and Geographics II. This is a double-sided disk.

M60: GAMES NO. 14. Golf Solitaire, Mac Football, Euchre 2.2, Gomoku, Pyramid, Checkers, Runaround and Macpuzzle 1.0.

M61: FONTS NO. 9. New Century 10-24, Helvetica 10-24, Columbia 9-24, Minneapolis 36, Creamy 10-24, Palatino 10-24, Detroit 24, and Zap Chancery 10-24.

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Use **CN classified ads** to find that missing Atari program or equipment you have been looking for or to sell your old system or programs. Classified ad space is available to all: subscribers and commercial customers alike. Cost is \$0.75/line (approximately 40 characters). Up to four words will be set in bold type at no additional charge; indicate what you want in bold by underlining your copy. If you want to use "stars" to help draw attention to your ad, add \$1.00. Ads may be run for more than one month. For second and subsequent months, deduct 20 percent from ad cost. Ads much reach CN by the 16th of the month preceding publication. Send your ad to CN Classified, 122 N. Johnson Rd, Sterling, VA 22170.

FOR SALE: ATARI MEGA ST2 monochrome system, six months old, like new (\$1250), NEC P2200 24-pin printer (\$275), WordPerfect (\$75), Personal Pascal 2 (\$30). Or ALL OF ABOVE plus 35 disks, disk holder, mousepad, and printer cable for \$1,550, make offers. Call Kyle at 918-493-0326 evenings.

COMPLETE ATARI ST SYSTEM FOR SALE: 520 ST computer expanded to 1 meg RAM, possible 4 meg total; SC1224 Color Monitor; Double-Sided space-saver floppy disk drive; SH204 20 meg hard drive; 1200 baud Anchor Modem; Casio CT-630 MIDI Keyboard w/cables and software; IMG Scan; Original software w/documents including: FoReM ST BBS, Publishing Partner, Dungeonmaster, Spectrum 512, Gauntlet II w/4-player adapter cable,

Wordwriter ST, Flight Simulator, Starglider, Time Bandits, ... much more! Asking \$1,750.00 for everything, but will consider any serious offer. Call Ken Bloch at (213) 326-0512.

HARDWARE SALE: Supra 20 Meg ST Drive, \$480; Avatex 1200hc Modem, \$70; Star SG-10 Printer, \$100; WMI ST DeskCart, \$45. Call Peter (804) 271-0005.

ATARI 800XL FOR SALE - a Commodore color monitor, 2 disk drives and lots of software. Asking for \$450. Call David at 703-764-0857 (evenings and weekends).

WORK AT HOME in your spare time. Earn extra money. Send a Self-addressed stamped envelope to: Computerized Data Ltd., Rt 3, Box 472, Excelsior Springs, MO 64024.

#161: Tinypics No. 9 (C) Vehicle No. 2.

#162: Hard Disk Utilities. (dir count; source to HD directory, supra V2.61 utilities, turtle HD backup V2.15; multiple HD to supra.)

#163: Editor Disk. (Proedit and CONTEXT).

#164: Games No. 9. (C) Stone Deluxe, Ship Combat, Lander, and Lunar.

#165: Library Programs. menu.prg, diskcat V1.3, turtle companion.

#166: Utilities No.19. disk editor, musical formatter, multiple formats, modify seek rates.

#167: Terminal No. 6. wterm, bmodem, trans100, amulti V1.4.

#168: GFA Basic No. 2. Source to stone deluxe, ship combat, and recalbdo V2 (record album db).

#169: GFA Basic Help. 7 tutorial/tip files on using GFA Basic.

#170: GFA Basic No. 3. diox V.0.95 (easy user interface for simplifying construction of dialog boxes in GFA Basic, outputs GFA source file).

#171: C Source No. 6. bmodem terminal emulator, sealink transfer protocol, sed and ctg (2 unix utilities).

#172: Juggler Demo. (C) Graphics demo of juggler with 3 balls (from Amiga).

#173D: Cyberscape (C) Animated demo—disk changes to spaceship, flies into and explores insode of ST (1Mb & DS)

#174D: Star Trek Animation (C). animated pictures featuring starship Enterprise.

#176: ST Writer Elite, V2.52. Latest version (3/20). Supports multiple printers. English, German, and Spanish. Complete docs.

#177: Sample Pascal No.4. special keys; statistical analysis, BIOS parameter block; display filenames; complex numbers.

#178: Breach Scenarios. 16 Breach scenarios ranging from easy to the star level.

#179: Kid Fun. (C) For younger kids: musical keyboard player; concentration; drawing program; doodle program; keyboard piano.

#180: Starnet BBS. BBS with xmodem.

#181: Xlisp V2.0. Latest version of XLISP language. Docs from Ver 1.7 included.

#182: Spectrum Pictures. (C) Spslide5.prg & 8 pics(aztec, goya, phil2, ponpei, renoir, riveria, soralia, the party).

#183: Superneo Demo (C) New Neo picture show plays music, displays user editable scrolling text at bottom of screen (needs old monitor). slideneo, neofun, windows, and 9 pics (dragon, einhorn, midearth, monopoly, moreta, porsche, queen, tutench).

#185: Utility No.20. analyze copy protection; format disks for Magic Sac, IBM, ST; st maintenance programs (arundisc, brundisc, dspeed, memst1, priveye, ver2 of superbott).

#186: GFA Basic: Monopoly. (C) GFA Basic source code to popular board game.

#187: Wheel of Fortune, V2.0. Game w/26 puzzles (beatles, child, clothes, computer, fauna, filmLit, Flora, Fun, OTBible, Software, Shield, Titles, US Air, Vacation, YumYum).

#188, #189, #190: Mean 18 course disks. Each disk contains four courses designed for use with Mean-18 golf game.

#191: GFA Basic No.4: GFA "tip" files 8-11; paint program; 3-D Tic-Tac-Toe (mono); variable cross reference; line numbering.

#192: MicroEMACS, Ver3.9. Latest ver-

sion of popular text editor, includes MicroSPELL spelling checker.

#193D: Cyber Family Demo No.2. (C) (Sphere, Backflip, Bounce, Anticado).

#196: Christmas Disk (C). Melodies along with pictures (Deck the Halls, Gingle Bells, Jolly Old St. Nick, Little Drummer Boy, Silent Night, We Wish You.)

#197: Music Studio No.3. 65 Music Studio songs (MIDI compatible) w/PD player.

#198: Music Studio No.4. 75 Music Studio songs (MIDI compatible) w/PD player.

#199: Music Construction Set No.1. 32 songs with PD player.

#200: Telecom No.3. K-I-S Terminal V3.; ST Talk Professional Demo; VTX Terminal Prg (All Arc'd).

#201: Flash-Interlink Updates. Requires Flash V1.51 or Interlink. Create FLASH DO files, auto download, logon, update to V1.52. Interlink files for ANSI emulation V1.12 and TXF transfer protocols.

#202D: Cyber Demos & Utilities (C, 1Mb, DS). chasers, elmsk31c, scout, texture.

#203: Spectrum Ball Demo. (C) 5 metal balls, hanging from rack, in perpetual motion.

#204: Spectrum Space No.1. (C) sslide8.prg & 8 pics (crab, earth, moonflag, orion, NASA 1/2/3, Patch1).

#205: Spectrum Space No.2. sslide8.prg & 7 pics (apollo9/10, astro1, earth1/2, earthris, lem).

#206: Utilities No.20: set screen/text colors on bootup; Epson font editor; calculator and limited screen plotter; fast disk copier; convert IFF pic files to Spectrum; show Spectrum, Degas, & Neo pics from one program; convert AIM to Degas.

#207: Statistically Accurate Baseball. No graphics. Data for 4 teams included ('62 Giants, '70 Reds, '84 Cubs, and '86 Mets). (Not for MEGA).

#208: Games No.10. (C) Milborne, G-Ranger, NIM, Trucker, Darts.

#209: Games No.11. (C) Poker, Black Jack, Roulette, and Slots.

#210: Games No.12. 2 vers of Pacman; jigsaw puzzles from DEGAS pics; drive race car around track; drive car to top of hill in widow maker, make yourself invincible in Time Bandit.

#211: Games No.13. For Younger Kids: 2 music prgs (Kidmusic and Kidpiano); Make your own Mr. Potatoe Head with KidPotato; and KidMixup - display pics that tell a story.

#212: Mono Games No.4. Spacewar - battle Klingon cruiser; Megaroids - Asteroids clone, Runner (great arcade game!), Squixx (like QIX).

#213: Mono Games No.5. Adventure writing system; Daleks-graphic strategy game; Krabat2 - play chess against the computer; Stocks and Bonds; Eliminator - interesting variation of card game; break-out.acc and reversi.acc.

#214: Spectrum Animation. Imitation of Amiga demo that shows 4 monitors each with a different animated display.

#215D: A.I.M., Ver 2.3 (DS). Atari Image Management System (C or M). Image manipulation prg from Germany (can read in NEO and DEGAS pics).

#216: Music Studio No.5. (C) 70+ songs for Music Studio. Includes PD player.

#217: Music Studio No.6. (C) 70+ songs for Music Studio. Includes PD player.

#218D: Play It! (DS) Input sound file from ST Replay and output file that can be played

with either of 2 player prgs provided. Includes collection of SND files.

#219D: dBMAN Demo Disk. Demo of Ver 4.0 of dBMAN. Databases limited to a max 20 records. (Order #28 for dBMAN Tutorial (V3) and Mailing List program).

#220: Utilities No.21. Your 1st Utility Disk. Micro-Time Alarm Clock, ST Ramdisk and Printer Buffer, Clock/Calendar, ASCII Printout, DeARChiver, Disk Manager, Disk Directory Listing, and Acc Selector and Resolution Setter.

#221: Utilities No.22. ARCSHELL Version 1.8; ARC Accessory;DCFORMAT acc.; DIS-KFREE (speeds up: 10 fold: GEMDOS diskfree() function); FOLDRXXX (takes care of 40 folder limit in TOS); FSELV55 (replacement for GEM file selector box); SUPER BOOT 3.2 (all-in-one type boot program).

#222: Desk Pak Plus (Shareware) 10 desk accessories in a single file: clock, calendar, phone book, calculator, appointments, free ram, note pad, copy file, delete file, desktop.

#223: C Source Disk No.7. C source programs for ARC.TTP, a C compiler, formatting disks at 11 sectors/track, disk formatting program, code for accessing TNY file formats, and a cross assembler to 6809 CPU-based systems.

#224: Toy Prolog. This language operates exactly like the system described in Programming in Prolog by Clocksin & Mellish. (Note complete docs, but they are in GERMAN!)

#225: Breach & Empire. 14 additional scenarios for use with BREACH. A collection of maps for EMPIRE players as well as the fixsave.prg which allows owners of older versions of EMPIRE to use the play-by-mail option.

#226: Fractal Zoom Ver 6.A. (C) Create a variety of fractals both at full screen resolution as well as in a smaller "preview" box. Animation options lets you turn your fractals into a zooming movie.

#227: Casting D'Enterprises by Propulse. (C) An impressive demo of the animation and graphics capabilities of the ST. This French "film" runs for about 7 1/2 minutes. (No MEGA)

#228: Supercharged Easy Draw Slide Demo (M). A self-running demo of the capabilities provided by Migraph's new Super Charged Easy Draw.

#229: Easy Draw Utilities. Fonts: (Chicago 7,10,14,18,28,36; Courier 7,10,14,18,28,36; and Calig (7,10,14,18,28,36); Easy Draw Art (18 GEM Pics)

#230: Mono Games No.5. CRIBBAGE—play the computer in a game of Cribbage; DRAWPOKR—A very well-done game of draw poker. MEGAMA11—Mega Maze 1.1 requires a joystick and is an adventure maze of sorts.

#231: C Source No.8. Another collection of C source code. HACKS0RC—source to the game HACK. PENICILN—contains the source code to an ACC to help protect against computer virus' as well as the ACC itself.

#232: MODULA-2 Source No.4. GEM-MODUL—a very useful and large assortment of modules that ease the use of GEM functions. MATHTRAP—a collection of modules for adding more math functions. THEACC—an ACC that gives 2 formatting formats, numerous copying options and disk DOS type commands all in one ACC.

#233: SHEET. This is a shareware spreadsheet program by Mr. Chor-ming Lung.

Complete docs included on disk.

#234: Utilities No.23. ST Floppy Disk Manager V1.0/2.0. Deluxe Slideshow V2.0, show all ST picture file formats. Atari ST File System Checker and Repairer, V1.1 and File System Compacter. PENICILN: virus killer program. Super Directory Data File Reader.

#235: Cyber Demos. (C) (CAMFILM, PSLOGO, RAISINS, and SAUCERB, with ANIMATE3.PRGM)

#236: Playit Demo No.2. More digitized sounds for your ST: ADAM12, DRAGNET, MR ED, SUBETHER, and SYNCLOCK.

#237: Music Studio No.7. 35 more Music Studio songs. Disk includes 2 PD song players and a program to convert the 8-bit Advanced Music System (AMS) songs to Music Studio formats.

#238: Publishing Partner Utility No.2. New PP fonts (CYRILLIC, HELVETIC, HUDSON, and SATURN). Printer Drivers (HPD, HPF, LQ1000F, NECP7D, NECP7F, and PS PLUS). Font Editor (w/docs) for creating your own PP fonts.

#239: Clip ART No.5: Holidays and Headers. 28 screens full of excellent clip art. Disk includes PICSW7 and DSLIDE. (C oer M).

#240: Games No.14. BOG v1.2 (Boggle clone with dictionary) a word-finding game; Core Wars (knowledge of assembly language recommended); Escape (adventure-type maze). All 3 games run in either med or high res.

#241: VDOS (Virtual Disk Operating System) Shareware graphic interface from Marathon Press for easier access to frequently used programs. Includes many command options frequently contained within command line interfaces (CLI's) but is much easier to use.

#242: Utilities No.24. ARC SHELL II v1.91 w/disk & folder commands in shell. Desk Manager v2.1: greater control on bootup. Ledbetter Utilities: collection of 4 utilities from author of Express terminal & BBS programs. M2GRV2: program for use with Tempus editor & TDI Modula-2. VT PRO: editor of VT52 graphics. DEGASAVE: redirects Alt-Help key so screen is saved in DEGAS format file.

#243: BOWLMAN, V1.22. Shareware program by George Terpening, Bowling Manager, helps you keep track of bowling statistics for yourself, your team, and your league (up to 6 teams). Files ARC'd.

#244: MidiPlay Demo. Demo of MIDI-PLAY, V4.25 by Electronic Music Publishing House. Includes 2 songs: Mozart Gavotte and Bach G Minuet 2..

#245: Clip Art No.6. Mac Art 1. Mac Art Library (1-27). 27 screens of Mac clip art. Tinyview, tinystuf, dslide.

#246: Clip Art No.7. Mac Art 2. Mac Art Library (28-51). 24 screens of Mac clip art. Picswitch07, tinyview, tinystuf, dslide.

#247: Clip Art No.8. Sports. 24 screens of Mac clip art for sporting events. Picswitch07, tinyview, tinystuf, dslide, snapshot.

#248: Clip Art No.9. Whimsy. 21 screens of whimsical clip art. Picswitch07, tinyview, tinystuf, dslide, snapshot.

#249: Clip Art No.10. Food 1. 27 screens of food clip art. Tinyview.

#250: Clip Art No.11. Food 2. 22 more screens of food clip art. tinyview, tinystuf, dslide, snapshot.

#251: Lambert Pics No.1. (16 low-res Degas Elite pics: ace, spidey, viking, space, phobe, madonna, madonna1, madonna2, cybill, dragonpr, kitty, elie3, hosercol, mon-

key5, football, cowboy).

#252: Irita Verlag Demo Disk. (mono, 1Mb) Label Professional Program; SPAT Program (Desktop Publishing); DiskManager (Keep your list of programs of all sorts of extenders (pgm,tos,txt,ext..).

#253: Utilities No.25. Ver.6 of item selector (fselv60.prg); disk formater (cssformt); German patch to TOS to speed up hard disk writes; backup protected disks (hackn100); new Intersect ramdisk (50% faster w/print spooler); translate IBM Wordstar to First Word; Check disks for viruses (vkiller).

#254: Utilities No.26. Graphic Utilities. Conversion programs [Degas and Neo to GIF; Degas to Colr; Degas to Neo; IFF to Spectrum; Koala to Degas; Neo to Degas; PM Icons to Degas; Print Shop icons to Print Master; Spectrum 512 compressed to uncompressed; Spectrum to Degas; Spectrum to GIF]; display all 3 Degas on either color or mono monitor (Degadisp); save screen [Alt-HELP] as Degas pic (degasave); Degas fonts to GDOS (fontconv); pic switch ver.7 (picsw7); display GIF format files (showgif); stuff/unstuff and show Tiny files.

#255: Utilities No.27. 1st update of ST ver of ARC.TPP (ver 5.21)with latest version of shareware program ARC SHELL II (Ver 1.95). Includes source code to IBM version of ARC.

#256: OIDS Demo. (C) Demo runs through quick demo of OIDS then lets you play until you crash your rocket. Includes 6 galaxies for those who already have OIDS.

#257: Baseball. Play baseball (bbgame.prg). Includes programs to create your own teams and evaluate the statistics.

#258: Prime Beta/Demo Ver 1.3. (1Mb). Numbers... unlock the secrets of your life, advise based on numerology; personal numbers, alpha-numeric strengths and weaknesses, personal year, personal month, personal day, personal eras, personal challenges, predictions, mates and partners, choosing names, and addresses.

#259: Graphic Demo Disk. Many Boink; Star Field; Degas Elite pics (500xjrev, amigakil, bill, hardrock, hitguide, hradiosc, armstron, qwert, surfcity); showpic2.prg.

#260: Your 2nd Utility Disk. Two great utilities by J. A. Wrotniak: Address Book (acc and prg) and Zap_Card, a simple data base program ideal for quotations, record collections, recipies, etc All docs included..

#261D: STARTREK - The Next Generation. A variation of the old Star Trek game with digitized sound--command your own battle cruiser in this space-age simulation. (Color, 1 meg and double-sided disk).

#262D. LITTLE SMALLTALK Ver.2.0. Latest version of this new computer language. Includes C C source code. Requires double-sided disk. (Replaces CN #97)

#263: ST XFORMER, Version 2.1. Latest version of the Atari XL/XE emulator. Atari 8-bit Basic included. Run your 8-bit programs on an ST. Requires 1 Mb, color or monochrome. (Replaces CN #184)

#264: XFORMER UTILITY DISK. Disk for use with the XFORMER 8-bit emulator. Contains double-sided 8-bit disk with patched ATARI DOS to provide double density DOS for use with XFORMER. Includes Turbo BASIC, latest innovation in BASICS for the XL/XE computers. Note: using emulator, your programs will runner SLOWER on the ST then they do on your XE.

#265. VANTERM, Version 3.6. Sophisticated terminal program with xmodem, ymodem, and internal ARC support. This update adds Vidtex graphics and Shadow support. (Replaces CN #194).

#266: LAMBERT PICS NO.2. Spectrum picture show (baseball, cobra, eagle, robocop, samfix1, samfox2, toucan, xformer2) plus spslide8.prg

#267D: GHOSTBUSTERS. Digitized music demo of GhostBusters theme song. Requires 1 Mb, double-sided drive.

#268D: THE PLANETS. Degas picture show (with 51 pictures!) that provides an excellent graphical tour of the planets in our solar system.

#269: MONO GAME DISK NO. 6. From Europe, this disk contains 5 super monochrome arcade-type games: Anduril, Ballerburg, Diamond Miner, Invaders, and The Snafu Principle. Disk also includes a monochrome emulator program so that these games (or any monochrome programs) can be run on a color monitor.

#270: QUIZ-PLUS. Computer Assisted Instruction System. Let your ST teach you. Sample lessons provide instruction (with pictures). Color only. No MEGA.

#271: Lambert Pics No. 3: Pictures by Rafael Nunez: (Degas Elite) boat, bruce carol, catstvns, cindy, emberg, fantasy, favour, house, jacko, klingon, lin and dslide.prg.

#272: ALF Pics. 11 digitized pictures of your favorite movie star--Alf. (Degas pics w/showpic2.prg, COLOR).

#273: Games Disk No. 15. Hacman (a Pac Man clone), Jumpman (a Qbert clone), and Escape (an adventure game). COLOR

#274: Games Disk No. 16. Midway Battles, by Walter & Carol La Foret (Wargame of battle of Midway); Hero! V1.0, by Dan Winslow (shareware adventure game.) COLOR

#275: Air Warrior, V0.8. Flight simulator program for private practice or enter a multi-player aerial combat simulation on GENIE.

#276: Disk Cataloger and Label Printer (Shareware by Saraware.)

#277: GNU C Compiler (c) 1988 by Free Software Foundation, Inc.

#278: Atari ST Applications Programming (c) Bantam Books. Contains source and compiled programs from book by same name.

#279: Atari SLM804 Laser Disk: Diablo Emulator 1.2, GDOS Boot 1.2, LCamelot font for Laser.

All CURRENT NOTES Disks are **\$4.00 each.** Add \$1/(6 disks) for postage and handling. Order disks from CN LIBRARY, 122 N. Johnson Road, Sterling, VA 22170. Discounts are available for larger orders:

10 or more disks	\$3.80 each
20 or more	\$3.60 each
30 or more	\$3.40 each
40 or more	\$3.20 each
50 or more	\$3.00 each

Maximum charge of \$6 for postage and handling.

Pinfoed disk labels for 3.5" disks are available for \$4/100.

CLUB CORNER

This space is made available to WAACE member clubs for their use in publicizing activities. Material for this column must be in the hands of the Clubs Editor by the 10th of each month. Send copy to John Barnes, 7710 Chatham Rd, Chevy Chase, MD 20815. Material can also be uploaded to the ARMUDIC BBS.

NOVATARI

Northern Virginia Atari Users' Group

President.....	G.Weatherhead	703-938-4829
VP-ST	Ian Charters.....	703-845-7578
VP-8BIT	Alan Friedman.....	703-425-0575
Treasurer.....	Curt Sandler	703-734-9533
Secretary.....	Edmund Bedsworth	
Membership.....	Earl Lilley.....	703-281-9017
Prg. Chr. XL/XE	Randy Ingalsbe	703-644-0159
	Nina Kraucunas	703-250-3572
Prg. Chr. ST	Jim Stevenson	
	Duane Shie	703-430-9693
Telecom SIG	Ed Seward.....	703-573-3044
MSDOS SIG	Mike Gibbons	703-440-0379
SYSOP-ARMUDIC	Ed Seward.....	703-573-3044
LIBRARY-8-BIT.....	Roy Brooks	703-750-0146
MAIL	Al Friedman.....	703-425-0575
LIBRARY-ST	Bob Bell.....	301-593-0889
	Glen Bernstein	703-455-6053
HOTLINE.....	Andrea Bonham.....	703-534-3503
ATARIFEST'88.....	Gary Purinton	703-476-8391

New Members: Dues are \$20/year/family which includes a subscription to *CURRENT NOTES* and access to more activities. Join at the main meeting or at a chapter meeting or by sending \$20, payable to NOVATARI, to Earl Lilley, 821 Ninovan Rd. SE, Vienna, VA 22180.

Novatari Main meeting: second Sunday of the month at the Washington Gas Light Building, 6801 Industrial RD, Springfield, VA. Take 495 to east on Braddock Rd. (620) to south on Backlick Rd. (617). Left on Industrial Rd. Washington Gas Light is the second building on the right. 5:30 Telecom SIG; 6:15 announcements, open forum, door prizes; 6:45 VAST and 8BIT SIG meetings.

Chapter Meetings: Mt. Vernon/Hybla Valley, 1st Thursday, 7:30 Contact Ron Peters at 780-0963. Sterling, Sterling Library, 7:30-9:30, 1st Wed. Contact Milo Flagel at

THANK YOU, and YOU, and YOU,

Because this is written even before our September meeting, I am unaware of all the helpers with the ATARIFEST '88. But I know 15 NOVATARI members have been working all year and another 20 have signed up in advance to help. Those people make it possible to plan a great event. More of you signed up in September to flesh out our staff.

We also are grateful to be in association with the other WAACE clubs.

It is only through the gathering together of all our talents that we are able to provide this stimulating experience. Now we have the task before us to chose new leadership and in

ARMUDIC BBS

703-573-9207

300/1200/2400 Baud, 8 and 16 bit

Access to the BBS requires a fee in addition to the dues. This fee is \$5/year for NOVATARI members and \$7.50 for members of other user groups. BBS access fees are to be made payable to "NOVATARI" and sent to: Ed Seward, PO Box 2699, Merrifield, VA 22116.

some cases a shift of leadership, both in Novatari and WAACE. If you are feeling inadequate to such tasks as you have seen performed at our meetings and at the 'fest, remember NONE OF US IS AS CAPABLE AS ALL OF US. How are you going to help in '89?

A.U.R.A.

Atari Users Regional Association

President.....	Steven Rudolph	301-464-0835
8-bit VP.....	Bob Langsdale.....	301-390-6554
16-bit VP.....	James Bonbright, Jr ..	301-933-4891
Treasurer.....	Bob Brock	301-268-2554
Membership.....	Dave van Allen	301-593-4654
8-bit Libr	Wayne Heiden	301-330-0130
16-bit Libr	VACANT	
Equipment	Jesse Ayer	301-345-1592
Facilities	Richard Stoll.....	301-946-8435
Used Equip	Lincoln Hallen	301-460-5060

Meetings - Next meeting is July 21st in the Multipurpose Room at GRACE EPISCOPAL SCHOOL. The school is on the east side of Conecticut Avenue, 1/4 mi. north of the Connecticut Avenue (North) Exit from I-495. Library sales begin at 7:00, the meeting begins at 7:30.

Correspondence. All correspondence, including membership renewals, changes of address, etc. should be sent to: AURA, P. O. Box 7761, Silver Spring, MD 20910. AURA cannot guarantee CURRENT NOTES subscription fulfillment unless the member provides written confirmation of address changes, renewals, etc. to the address given above.

New Members. Dues are \$20/year and include subscription to CURRENT NOTES. Send name, address, phone number, and check to above address.

Recent Meetings - Our August theme was Utilities. John Barnes showed off his starter disk (AURA disk #1) which features a RAM disk, date/time setter, and print spooler that automatically happen like magic at boot-up time. Autoloaders and alternate disc formats (like TWISTER) were also discussed.

Bob Langsdale demonstrated an 8-bit slide show/automater which AURA will be using at ATARIFEST. Hank Jacobs of Neron Inc demonstrated a real-time database program for tracking radio-controlled car races using and XL/XE. He is interested in having it converted to the ST. Anyone who is interested in helping Hank on this should contact one of the officers.

Coming Meetings – Oct 20 – Databases and File Management; Nov 17 – Spreadsheets; Dec 15 – GAMES!.* and 16-bit DOOR PRIZES are featured at all meetings.

8-bit Library – Wayne Heiden will take phone calls and mail orders for public domain disks from our extensive disk library. Our large collection includes many programs written by AURA members that are not in the NOVATARI library.

16-bit Library – Jim Bonbright has the library collection and is bringing it up to date. Members can order Current Notes disks and our own originals at the meetings or by phone.

ATARIFEST SPECIAL

Beat The Price Increase
Join a WAACE User Group or
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W.A.C.U.G.

Woodbridge Atari Computer Users' Group

President.....	Lou Praino.....	703-221-8193
First VP	Arnie Turk	703-670-2547
8Bit VP.....	Darrell Stiles	703-494-9819
8-Bit Board Rep.....	Stan Rupert	703-670-3338
STVP	Bill Parker	703-680-3941
ST Board Rep.....	Bill Brooks	703-895-5404
Treasurer.....	Chris Moore	703-670-5143
Secretary.....	Frank Bassett.....	703-670-8780
Librarian	Mike Stringer.....	703-791-3331
Past President.....	Jack Holtzhauer.....	703-670-6475

MEETINGS: 7-9PM, Community Room, Potomac Branch, Prince William County Library, Opitz Blvd., Woodbridge, VA. Entering Woodbridge from either North or South on Route 1, proceed to the intersection of Route 1 and Opitz Blvd. (opposite Woodbridge Lincoln-Mercury). Turn West on Opitz and take first left turn into the library's parking lot. The Community Room is located to your left immediately upon entering the main building. Meeting Dates: July 19, Aug 9, Sept 20, Oct 18, Nov 22, Dec 20.

NEW MEMBERS: Initial membership fee is \$10/yr plus \$1 monthly dues. Membership includes a subscription to *CURRENT NOTES*. Join at meeting or send check, payable to WACUG, to Frank W. Bassett, 15313 Blacksmith Terr, Woodbridge, VA 22191.

S.M.A.U.G.

So. Maryland Atari Users' Group

President.....	Terry Daniels	301-292-7594
Secretary.....	Fred Brown	301-645-4009
Treasurer.....	Samuel Schrinar	301-843-7916
Newsletter Ed	Leroy Olson	301-743-2200
Librarian	Sherwood Conner	301-292-5752

MEETINGS: 2nd Thursday, 7:30 pm, John Hanson Middle School in Waldorf, MD. Traveling thru Waldorf either east or west on Rt 5, exit on Vivian Adams located 200 ft west of Waldorf Carpets & Draperies and directly across from the Village Square sign.

NEW MEMBERS: Membership dues are \$20 and include a subscription to *CURRENT NOTES*. Join at the meeting or send check, payable to SMAUG, to Sam Schrinar, 2032 Alehouse Court, Waldorf, MD 20601.

F.A.C.E.

Frederick Atari Computer Enthusiasts

President.....	Chris Rietman	301-791-9170
Vice President.....	Mike Kerwin.....	301-845-4477
Treasurer.....	Buddy Smallwood	717-485-4714
Librarian	Jason Harmon	301-663-1176
Secretary.....	Wilson Small	301-845-2370
Publicity Chair	Roger Eastep	301-831-9092
Bulletin Board		301-865-5569

MEETINGS: 4th Tuesday, 7 – 9:30 pm, Walkersville HS, MD Route 194, 1 mile north of MD Route 26 (Liberty Road). July and August meetings will be held at St Paul's Lutheran Church, 14 W. Pennsylvania Ave, Walkersville, MD.

NEW MEMBERS: Dues are \$25/year/family and include a subscription to *CURRENT NOTES*. Join at meeting or send check, payable to FACE, to Buddy Smallwood, PO Box 2026, Frederick, MD 21701.

MACC

Maryland Atari Computer Club

President.....	Jim Hill.....	301-461-7566
Vice President.....	Dan Honick	301-356-6453
Treasurer.....	John Cromwell.....	301-356-6453
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8-bit Librarian	Cam Whetstone	301-486-2609
ST Librarian	Charles Smeton	(none)
Newsletter Ed.	Tim Caldwell.....	301-687-1413

MEETINGS: last Tuesday, 6:30 pm, Pikesville Library, 1 mi. east on Reisterstown Rd from Exit 20 off the Baltimore Beltway.

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